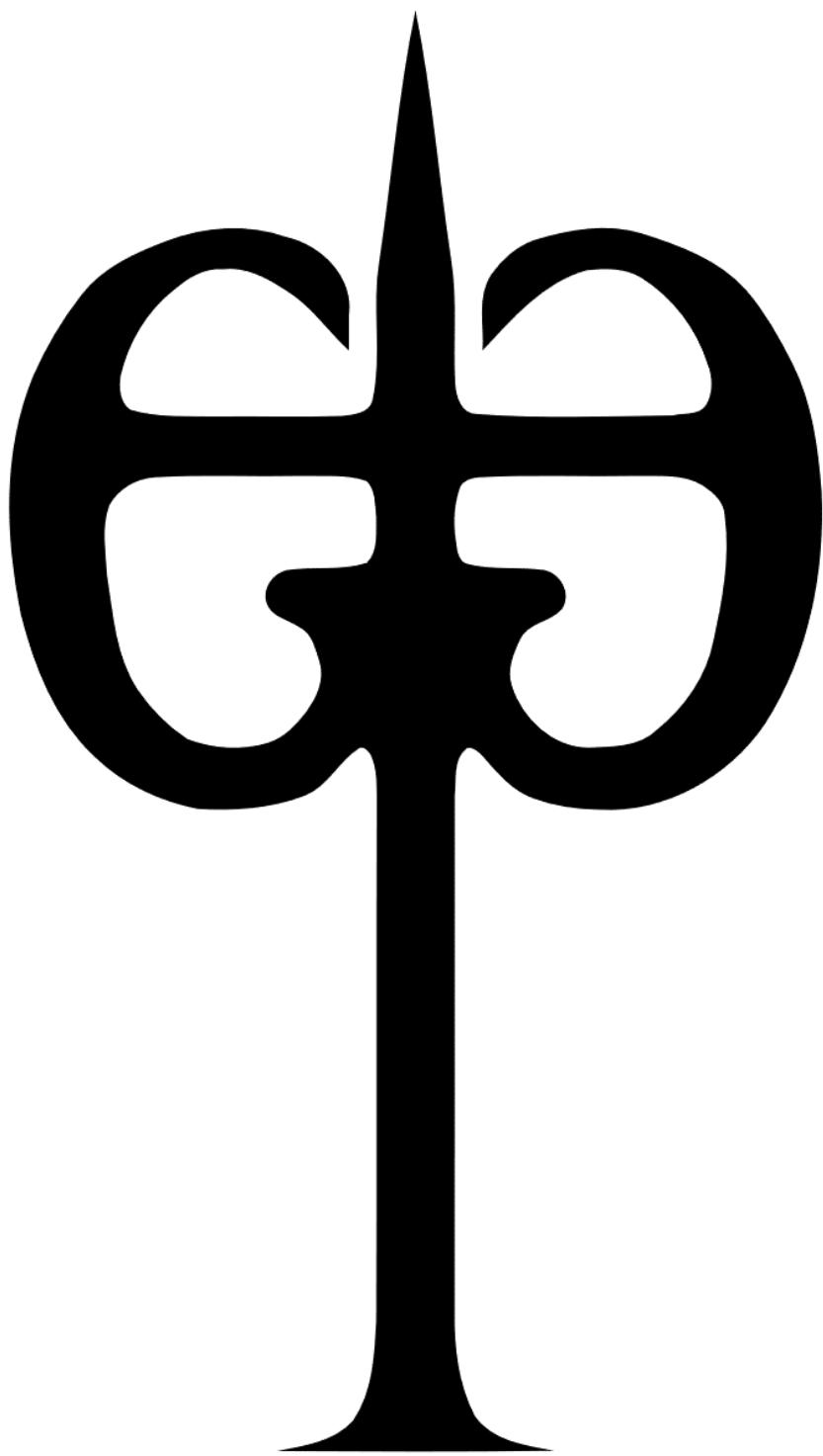




Gestiguiste Handbook

v20250102

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1. History of Gestiguiste

For hundreds of years the barbarian tribes of the realm now known as Gestiguiste lived in a continual state of anarchy. Seeing the ripe opportunity to earn money, a hardy group of warriors banded together to form a mercenary unit. They called themselves Gestiguiste.

Initially, Gestiguiste worked for the various tribes of their homeland, usually siding with the highest bidder. This continued for many years, until Gestiguiste became hungry for a real challenge, knowing that there must be greater opportunities past their comfortable little world.

During their travels, they realized that there was a vast world beyond their homeland. Gestiguiste visited villages, cities, and the capital city of their neighboring kingdom. There were shops, markets, and craftsmen of all kinds. Gestiguiste simply could not believe the size of the capital city. The metropolis was expensive, and the standing army was well organized, well equipped and had an overwhelming number of soldiers.

The members of Gestiguiste visited libraries, consulted with scholars, and befriended military and government officials. They spent several years learning as much as possible about the world. Including the physical layout, the various countries and kingdoms, political structures, military tactics, technological advances, and manufacturing processes. Finally, Gestiguiste headed back to their homeland, forever changed by what they had seen and learned.

They arrived back to their homeland and found it in a state of complete anarchy. Gestiguiste called together the leaders and elders of all the tribes and told them of their travels and adventures. In the end, what was once their splintered tribal homeland became the country now known as Gestiguiste!

As the years passed, Gestiguiste expanded throughout the surrounding forest, to the ocean on the East coast, where the demi-lich Zanbar Bane oppressively ruled. Gestiguiste defeated Zanbar's troll army at great cost and forced the lich under the seal of a stasis field. The grateful coastal cities pledged fealty to Gestiguiste, providing land, ships, equipment, and brave soldiers.

Throughout their expansion, Gestiguiste gained a strong reputation for fairness, tolerance, and unbridled fury in combat. Only willing towns and cities were incorporated into Gestiguiste, otherwise they could remain sovereign if desired.

Even though there is a military structure in place, outside of issues related to borders and combat, the country is democratic. This mix of government styles, with voting privileges and participation at all levels, has led to a strong country with a bustling economy and a happy population for the most part.

2. Introduction to Gestiguiste

Gestiguiste (GTG) offers a friendly, welcoming environment, where like-minded people can fight, create, hang out together and have a great time. While Medieval/Fantasy Combat is at the core of the unit, many members are non-combatants, who contribute to the group's success in various other ways. (See details in the Non-Combatants section.)

The origins of Gestiguiste trace back to our Homeland, located in real-world Northern Virginia, with additional members residing in outposts in separate geographic areas (see Outpost section).

2.1 Have a Question or Need Assistance?

As a member of Gestiguiste, if you have any questions or concerns, feel free to contact any officer or your outpost leader to discuss them. We are all approachable and want to help address any problems you may have.

3. Gestiguiste Participation in Medieval / Fantasy Combat

Gestiguiste has embraced all Medieval / Fantasy Combat games and sports.

This includes organizations where members compete based on their athletic ability and medieval themed gear.

Members of Gestiguiste will represent themselves as members of Gestiguiste when participating in all Medieval / Fantasy Combat organizations. This includes but is not limited to: Dagorhir, Belegarth, ORCS, Darkon, Hearthlite, Amtgard, Nero, SCA, etc. To be clear, dual citizenship is not available. You may not be a member of Gestiguiste and also have loyalty or fealty to another group or person.

4. Joining Gestiguiste

If you are new to Medieval/Fantasy Combat sports and you are over 15 years old, joining is super-simple. Say something like "I want to join!" and you're in.

After completing a waiver, we will provide an overview of the sport, instruction, advice, and loaner gear so you can start participating in combat. If you are not interested in fighting and would like to join, we welcome you as a non-combat member!

As a member of Gestiguiste, you will realize that members help, protect and look out for each other. We're not trying to be some wacky cult, but we do treat each other as family.

4.1 Character and Characterization

Gestiguiste welcomes all characters from any period of fantasy or history. As inter-dimensional time travelers, we enjoy the exciting benefits of crossing different worlds and eras! Whether you're a pixie, pirate, demon, dragon, elf, dwarf, human, goblin, or something else entirely, you'll find your home with us.

4.2 Former Members of Other Groups

If you are a current or former member of another fighting organization and you would like to join, the process is a little different. First, contact one of our officers to inquire about joining. We will have a discussion with you and determine the best method for your admission.

Based on your level of involvement with the other group and your commitment to becoming a part of Gestiguiste, we may offer a suitable membership pathway. This typically includes an extended period as a Soak, usually lasting six events. This allows both parties to evaluate if it's a good fit. (See Code of Conduct section.)

The potential member will need to answer these questions:

- What groups have they been a member of?
- Why did they join, why did they leave?
- Why do they want to join Gestiguiste?

The Knights' Council will discuss and if there is unanimous approval, they will determine the path to membership. If the candidate has been a member of more than one group in the past, we should carefully consider membership and beware of unit hoppers.

4.3 Non-Combat Membership

Gestiguiste is made up of combat and non-combat members. If you choose to be a non-combat member, you will be included and recognized for your contributions to Gestiguiste. This is open to all people above the age of fifteen who wish to formally join Gestiguiste as non-combatants. Non-combat members are expected to contribute to the success of Gestiguiste. Any service or contribution is done at the discretion of the member. For your service to count, you must discuss with an officer or your outpost leader in advance.

There are many ways non-combat members may volunteer to help the unit. As always, people are better at some things than others and have things they prefer to do. Below is a list of ideas and your additional input is welcome:

1. Sustenance:
 - a. Food/Snacks – Donate enough of a food item for each member to have a “serving”.

- b. Drinks/Water – Donate enough of a drink item with cup/container for each member to have a “serving”.
2. Body:
 - a. Face/Body-Painting – Offer service to all interested members.
 - b. Make-Up – Offer service to all interested members.
 - c. First-Aid – Offer service to persons at event that are in need.
3. Gestiguiste Support:
 - a. Mini-Banners – Donate high-quality banner at least 18” x 12” to group. (Similar to group banner.)
 - b. Garb – Donate good quality shirt, pants, dress, tunic, cloak or skirt to group.
 - c. Recruiting – Recruit one member.
4. Event Support:
 - a. Check-In – Assist with check-in during events.
 - b. Weapon Check – Assist with weapon-check during events.
 - c. Herald – Herald for the majority of an event.
5. Reporter:
 - a. Digital Pictures – Take 20+ good quality pictures and post to GTG-related website.
 - b. Event Write-Up – Provide a good quality write-up of the scenarios and activities for an event.
 - c. Member Interviews – Obtain Rogues Gallery information for all interested members. (Include short video clips.)
6. Mogul:
 - a. Cash Contribution – Donate \$10 in cash to the group.
 - b. Desired Goods Contribution – Donate items requested to the group. (1 credit per \$10 cash value.)
7. Entertainment:
 - a. Role-Play – Discuss idea/plans with leadership first.
 - b. Bardic – Discuss idea/plans with leadership first.
 - c. Plan/Host Party/Event – Plan and host a party or event for the group. (Invitation widely publicized.)

Non-combatants that have contributed a service or contribution to Gestiguiste become “Recruits”. This is the non-combat rank equivalent to the combat rank of Soak.

Non-combatants may become members as follows:

- Perform a service or contribution three separate times.
- Own and wear garb during events.
- Request to become a member.
- Receive a unanimous vote for approval by the members of Gestiguiste during an event.
- Be promoted to the rank of Belatore, as a non-combatant. This is the highest rank available for non-combat members. (Follows standard Belatore promotion ceremony.)

- Non-Combat Members will receive a Belatore black GTG sash, which they should wear during events.

Non-Combat members are eligible to receive the General's Award.

Combat members may never order a non-combat member to do anything. Similarly, non-combat members may never order any other member to do anything. These guidelines ensure that non-combat members are simply treated as members of Gestiguiste.

5. Policy Regarding Soaks

Having new members serve as "Soaks" has been a long-standing tradition in Gestiguiste. It is usually a light-hearted thing to have a Soak carry extra gear, help with setup or make an extra trip to the field or parking area.

Non-fighters and non-members are not Soaks or even "Pre-Soaks". Soaks only serve as Soaks at combat oriented Gestiguiste events, from event start to event end. Only active, fighting members of Gestiguiste may make a direct request of a Soak. Always politely request that Soaks perform tasks. Soaks should never be asked to do any task you aren't willing to do yourself. If you are walking to/from the field and are burdened, it's OK to ask a Soak to carry some equipment. It's also OK to ask a Soak to make an extra trip. If something needs to be carried/retrieved/whatever, it's OK to ask a Soak to perform that task. If teams need to be evened up and we need to give up a few members, it's OK to have the Soaks fight for the other team.

If you are a Soak and you cannot perform a requested task, say so. Try to resolve the issue with the requestor. If you are a Soak and you feel that you aren't being treated fairly, inform an officer or your outpost leader. If you make a reasonable, polite request to a Soak and they do not perform the requested task, inform an officer or your outpost leader of the situation. Always keep in mind that our Soaks are our friends and family. They are the future of Gestiguiste and should always be treated with respect.

6. Definition and Policy Regarding Outposts

The concept of Outposts has deep historical tradition and has a strong parallel in the organization of Gestiguiste. Consider the armies of the great empires such as England, Spain and Rome. Their frontiers were kept secure by garrisons/outposts and expanded by conquest and settlements. Every aspect of Gestiguiste Outposts has a parallel to real life. The Knights' Council offers direction and structure, while our Outposts are critical to the expansion and protection of our empire.

Each geographically separate group of Gestiguiste is an Outpost. Though the Homeland Outpost is where we started, Gestiguiste is much larger and stronger through this structure. The size of an outpost can vary dramatically, from a sprawling metropolis like the Homeland to smaller settlements.

Each Outpost will have a unique identifying name, to distinguish it from the other Outposts. Examples include: Homeland, Peak, Savage, Western Division, Timber and Dark Matter.

Pre-Outpost Creation: Gestiguiste Outposts may be created and led by well-respected current members of Gestiguiste. One or more members of Gestiguiste will declare to leadership their intent to start a new outpost in a separate location. A unanimous vote for approval by the Knights' Council is required to establish or dissolve a Pre-Outpost. (Votes will be held during Knights' Council Meetings.) Pre-Outposts exist at the will of the Knights' Council and the Pre-Outpost. Either party may deem the Pre-Outpost null and void at any time, for any reason.

Outpost Creation: Once the Pre-Outpost has demonstrated the ability to recruit members and hold regular practices, they will declare to leadership their intent to become an official outpost. A unanimous vote for approval by the Knights' Council is required to establish or dissolve an Outpost. (Votes will be held during Knights' Council Meetings.) Outposts exist at the will of the Knights' Council and the Outpost. Either party may deem the Outpost null and void at any time, for any reason.

Leadership: The original outpost leader will be declared when the outpost is created. If the outpost leader is not active or participating, the outpost membership may determine a new leader. Typically, the leader will be the highest-ranking member and/or the member contributing the most to the operation and success of the outpost. Leadership changes need to be communicated with the Knights' Council.

Operation: Gestiguiste Outposts are separate parts of Gestiguiste. Each Outpost operates autonomously to the greatest extent possible, using the same attendance tracking, rank names, means of attaining rank, tabards, sashes, etc. Outposts will have access to all resources and documents, for tracking and promotional purposes. Outposts are expected to conduct themselves in a positive manner, spreading goodwill and friendship with other Dagorhir groups.

Ranks: The Outpost Leader is always considered the highest-ranking member within the Outpost, regardless of official Gestiguiste rank. Each Outpost is responsible for tracking rank and progress through the ranks

of Soak, Belatore, Sentinel and Knight. Combat tests for Juggernaut and General will be administered at regional events or major events. Voting for officer ranks and promotions to officer ranks should be held at regional or major events.

Note: Combat tests should only be conducted if there are competent testers available. The tests should never be watered down for any reason. This ensures that our ranks are recognized by all Gestiguiste and do not lose their value. Outpost members may rise to the rank of General. Please read section 15, “*General Information for Testing*” for details.

Membership: Members will be part of the Gestiguiste Outpost they live closest to.

Technology and Equipment: Each Outpost will be responsible for equipping their members. Outposts may arrange to purchase tabards, sashes and other equipment.

Autonomy: To the greatest extent possible, while adhering to defined guidelines, Outposts will operate independently. The Knights’ Council will not interfere with Outpost issues, unless the Outpost requests intervention or the Knights’ Council becomes concerned that Gestiguiste is being poorly represented.

Regional and Local Events: All Gestiguiste will always fight together, unless teams will be horribly unbalanced otherwise. Leadership will decide the best course of action.

7. Code of Honor

The Gestiguiste Code of Honor is intended to offer a simple set of guidelines for members, most of which are common sense.

Fighting with Other Groups:

If we have a small turnout at an event and you want to fight with another group, that is awesome! Fighting with, being a mercenary for, and signing in as another group to boost their numbers is always acceptable for all members of Gestiguiste. However, while fighting with another group, always represent yourself as a member of Gestiguiste, never as a member of another group.

Poaching Members from Other Units:

Do not directly ask members of other units to join Gestiguiste. However, if they approach you first, share that communication with leadership. It is always best to iron out an understanding between leaders of both units

prior to any unit change. In general, this is a terrible idea, and it usually doesn't work out.

During Practice:

- Don't use excessive force, especially near people, property, sidewalks and dangerous obstacles.
- If your team has the obvious advantage, don't smash opponents.
- Treat Soaks and potential members with kids' gloves. Help them learn how to fight, not how to get crushed.

During Battles: (In addition to the above "During Practice")

- Conflict resolution / issue escalation: What to do when you have a problem with other people:
 - Always try to discuss and resolve the issues with the person/people in question.
 - Talk to GTG leadership and possibly the other fighter's members / leadership.
 - Talk to heralds when applicable
- Keep your temper in check, only you control your actions.
- Be respectful of your surroundings. (Language/actions)
- Shields may not be thrown towards opponents.
- No honor duels, when tactically unsound.
- Respect honor duels, when tactically sound.
- During chaos battles:
 - Avoid other members of GTG.
 - Do not fight GTG until only GTG remain.

Off the Field:

- Put away / care for your fighting gear and possessions.
- Clean up your trash.

Members Dating Members: Gestiguiste is not a dating service.

- Members dating multiple members sequentially or in parallel will cause enormous turmoil and should be avoided.
- There is no desire to control people or their relationships, only a desire to protect Gestiguiste from an obvious problem which has occurred multiple times in the past.
- If you want privacy, be private. Don't share your activities.
- "Dating" does not include one-time Hookups with someone.
- It's always a bad idea to hookup with someone you know is in a relationship.
- "Dating" does include multiple "Hookups" with the same person.
- Each member of Gestiguiste may date a maximum of one current member during his or her time in Gestiguiste.

- Exceptions to this rule may be made under unique circumstances, where all involved parties are cool with the exception.
- If two members have each dated a current member in the past and they want to date, there is a problem.
- If you bring a person you are dating into the unit, clearly that is fine, even if you dated a current member in the past. That's not the same, since you were dating prior to them becoming a member.
- Consult with a General if have any questions or need a clarification.

Unacceptable Actions: Include but are not limited to the following:

- Discussing negative unit business outside of the unit.
- Private Knights' Council business should not be discussed outside of the Knights' Council.
- Airing Gestiguiste "dirty laundry" in a public forum.
- Gossiping: Spreading rumors and misinformation.
- Being disrespectful to members of Gestiguiste.
- Creating an uncomfortable atmosphere during group events.
- Conspiring against members of Gestiguiste.
- Obvious use of drugs in camp and/or during group events.
- Pitting members of Gestiguiste against one another.
- Negative activities that might cause a current member to leave or might cause a potential member to decide to not join Gestiguiste.
- Negative activities that cast Gestiguiste in a negative light.
- Disclaimer: The line between reasonable and unacceptable actions may blur. The Knights' Council will make the final decisions.

Enforcement:

- When a member believes that an exception to the Code of Honor has occurred, they will approach leadership with their concern.
- Exceptions will be brought to the Knights' Council for discussion and decision. This may result in penalties.
- Any decision rendered by the Knights' Council will be communicated to all members involved.

8. Garb and Shield Cover Information

Our official group colors are Black and White. In General, we will use white symbols on a black background. Each fighting member will be provided with a white on black tabard and every member will be provided with a white on black belt flag. An SVG version of the GTG symbol is available on our website.

Garb and Shield Covers During Scheduled Combat Activities:

- Shields: All shields created or re-covered will have the Gestiguiste symbol prevalent and obvious on them.
- Outer Layer of Garb/Armor: The outer layer or garb or armor worn during combat will have the Gestiguiste symbol prevalent and obvious on them.
- No Full Chest Coverage: Members will wear their belt flag.

Garb and Shield Covers Outside of Scheduled Combat Activities:

- Wear and fight with whatever you choose, just don't represent yourself as a member of another group.

We request that all members wear the white symbol on a black background, especially for their shields and preferably for their outer layer of garb. The benefits are many:

- White on black has the highest possible contrast and a friend is immediately recognizable without thinking.
- As a unit we display unity and uniformity to our opponents. It is a fearsome sight to see a large group of Gestiguiste on the field.
- It provides anonymity; the opponent who just got owned by a veteran has imprinted respect for fighters behind the symbol.

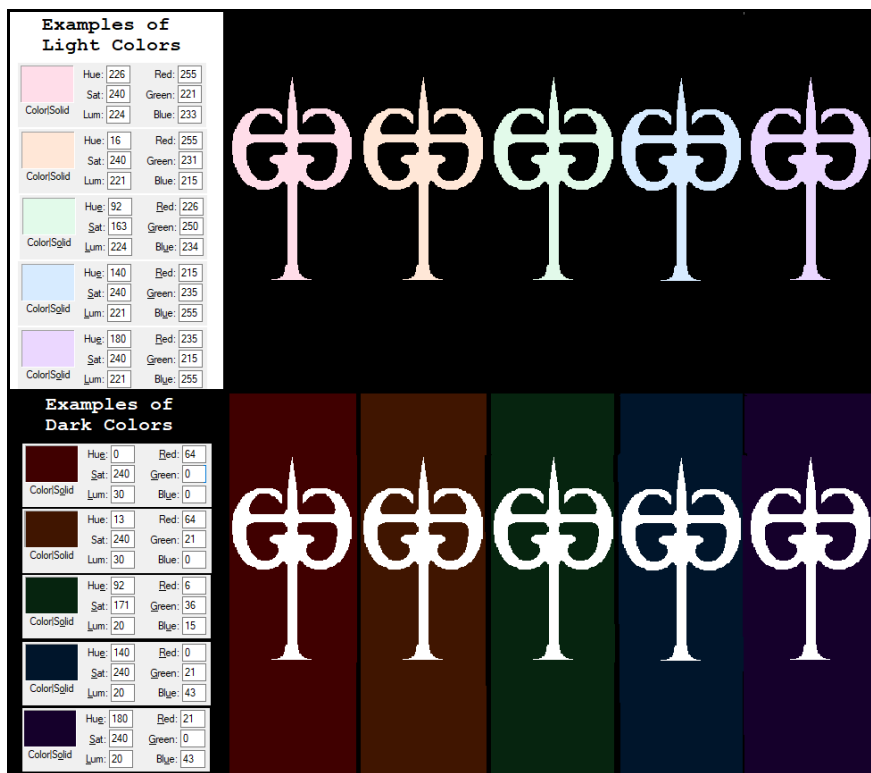
However, to provide member flexibility while still presenting group continuity and recognition, the following color exceptions are acceptable.

- Non-White Symbol Color on Black Background: The GTG symbol should be a single (1) very light color, anywhere on the rainbow (e.g. ROYGBIV) on a black background.
- White Symbol on Non-Black Background: The GTG symbol should be white on a single (1) very dark color, anywhere on the rainbow (e.g. ROYGBIV).
- Exceptions: If you have an idea for an exception, please bring it to the Knights' Council for consideration before spending time and resources.

Fantastic Examples:

- One member has a shield cover cut in quarters, with alternating white on black and black on white. It's obvious this is a GTG symbol!
- Some of us have garb and armor with a black symbol on a white background.

Scenario Exceptions: There are fun scenarios where other garb and other characters are encouraged. This includes playing NPC roles, Halloween battles, characterization events, etc. As long as this remains in the context of the scenario/event, we encourage participation!



(See larger image on inside of back cover)

8.1 Support Sash & Friend Sash

Any non-member who is primarily associated with Gestiguiste is encouraged to wear a Gestiguiste sash at the waist. Friends of Gestiguiste may also have the honor of being gifted and/or wearing a Gestiguiste sash. There are no restrictions on color schemes for Support Sashes and Friend Sashes. Historical color choices include: White on Black, Black on White, and White on Purple.

9. Medals and Awards

There are seven medals/awards in Gestiguiste. When awarded, recipients will receive a Ges'Ti version of the medal, which will have the date and medal information inscribed on them. Members may attach Ges'Tis they have earned to their sash.

A member may earn the same medal multiple times. In all cases, members of higher rank must perform more extraordinary feats to earn medals. (i.e. They are primarily intended for lower ranks.) To earn an award, a member must perform an act during a Gestiguiste related event. Another member must nominate that individual to receive the

award, ideally at the end of the same event. Members will vote for approval to award the medal. A 3/4 or more vote of active members present at a Gestiguiste Event is required for vote to pass. Only one instance of any specific medal should be awarded for a day of fighting, with the exception of extraordinary circumstances. Members are encouraged to wear the medals at events.

In the event that multiple members are nominated for the same award, for the same event, we will discuss as a group if their actions are worthy of the award. During the group discussion, we should readily recognize the superior feat, accomplishment and/or performance. If multiple people are deemed worthy of nominations for the same award at the same event, then each will be voted upon separately.

Maximum Rank on the table below refers to the highest rank a member may hold and still be eligible for the medal/award in question. (e.g. A General may not earn the Medal of Honor, a Knight may not earn the Meritorious Achievement Medal, etc.)

- Ges'Tis may be purchased using Gestiguiste or Outpost funds.
- Engraving tool(s) may be purchased using Gestiguiste or Outpost funds.
- A volunteer should be responsible for creating and engraving the medals.

Medal/Award

Maximum Rank

Meritorious Achievement

Sentinel

- Awarded for demonstration of aggressiveness, bravery and courage during the course of an event. This medal will be awarded for large battles and for each day of multi-day events. Trying really, really hard regardless of performance, in support of group objectives. Not for suicidal or foolhardy actions. Multiple nominations for Meritorious Achievement Award may be made for a single event. (Vote for which member receives medal.)

Distinguished Service

Knight

- Awarded for acts of bravery and courage and/or altering the course of battle. This does not always mean winning or surviving the fight! (Bravery with notable accomplishment.)

Medal of Valor

Commander

- Awarded for demonstration of superior prowess in combat. Ideally for higher profile situations or actions. (Exceptional accomplishment or victory!)

Medal of Honor

Commander

- Highest honor. Awarded for Individual acts of Distinction in combat, for the honor of Gestiguiste. (Incredible accomplishment or feat witnessed by many people.)

Purple Heart

General

- Wounded in combat. Ideally for real injuries, also for extraordinary smoozilations in combat. (Wounded.)

Homer Award

General

- DOH! Awarded for acts of carelessness, negligence and bad luck. Generally, for acts that would be referred to as a "Fumble".

General's Award

Commander

- Awarded for noteworthy contributions to the unit, for which no other award is available. May only be nominated by a General, but may be recommended for nomination by any member.

10. Proposal and Voting Process

- All members are encouraged to consider ways to Improve Gestiguiste. This is YOUR unit!
- Pre-Proposal: It is best to first introduce and discuss the idea prior to proposing a rule change. Often there are beneficial and time-tested reasons for existing rules.
- All active members of rank above Soak may propose changes to the organization and structure.
- The proposed decision must have a member second the idea, before it can be voted upon.
- All active members of rank above Soak have voting privileges and all votes carry equal weight.
- Votes will always be done in the open, never by secret ballot.

Unit Meetings: Unit Meetings will be held on the first Thursday of every month at 8:30pm EST on the GTG Discord platform. (Exceptions may be made with prior notice.)

Agenda:

- Announcements (Upcoming events, etc.)
- Old Business (Carried forward from previous meetings)
- New Business
- Open Discussion

Announcements: Announce and discuss recent and upcoming events, etc.)

Old Business: (Follow-Up from previous meetings)

1. Votes for proposals from the preceding Unit Meeting will be requested from the group. (Methods vary)

- We have a strong desire to achieve consensus and unanimity for proposals, trying to make sure the proposal is sound enough to be supported by all members.
2. All votes will be tallied.
 3. If 3/4 or more of the votes received are in favor of a proposal, then the proposal passes. Otherwise, the proposal fails.

New Business:

1. Proposals for Rule Changes, New Rules and Purchases may be proposed to the group during the monthly Unit Meeting.

Change/New Rule proposals must contain:

- i. Current rule
 - ii. Proposed change (Exact wording)
 - iii. Discussion of why request is being made
 - iv. Explain the problem solved
 - v. Explain how this will make Gestiguiste better
2. The group will discuss each proposal, one at a time.
 3. The proposal may be seconded. If the proposal is not seconded, the proposal will not move forward.
 4. If seconded, the proposal may proceed for voting.
 5. The proposal will be posted as a Poll (in Discord) and will be scheduled to close before the following Unit Meeting. (There will be ample time for members to vote, proxies should not be necessary.)

Open Discussion:

1. Members may bring up topics of interest to the group for discussion.
2. A call for additional topics or discussion points will be made. If there are none, the meeting will be adjourned.

11. Gestiguiste Finances

Gestiguiste has unit-level and outpost-level finances. Each Treasurer will maintain meticulous details of all payments received, expenses paid and current funds. The ledger should be available for inspection by any member upon request. All expenses may be rounded up or down, to the nearest dollar, to make tracking and payments/reimbursements easier.

11.1 Gestiguiste Unit Funds

Unit finances will be managed by the Treasurer and will only be used for expenses approved by the group, via normal voting procedures. Expenses should only be considered that are for the benefit of all members. The simple rule of thumb is if every single member may

benefit, it is worth considering. If an expense somehow excludes members, it is probably not a good idea.

Approved Expenses: Recurring expenses explicitly listed have been approved following the normal voting process. If any member ever has any questions about any purchases, a full explanation and recent receipts will be provided. These expenses include: website fees and promotional business cards.

Primary Unit Income: Profits from the annual Gates of Fire event.

Unit Property: GTG Trailer, contents of trailer, all Gates of Fire related property (Admin, props, etc.)

Unit - Homeland Property: Tools and items residing with the Homeland which were purchased before Homeland was considered an Outpost will remain with the Homeland.

11.1 Gestiguiste Outpost Funds

Outpost finances will be managed by the Outpost Leader and will only be used for expenses approved by the Outpost.

Primary Outpost Income: Contribution requests from members. Contributions may be requested from Outpost Members twice a year, based on member rank. Since this is a request, there is no penalty for not paying.

Primary Outpost Expenses: Belatore tabards, Soak tabards, Belatore Sashes, fabric paint for tabards and sashes, paint for shields.

Ranks	Request
General	\$20
Commander, Captain	\$15
Juggernaut, Knight	\$10
Sentinel	\$5
Belatore, Soak, Recruit	\$0

12. Combat Concepts

The following sections are intended to stimulate members of Gestiguiste to think about combat situations. Everything contained within is only with respect to actions during combat. Outside of combat, we should always strive to conduct ourselves with honor, dignity and respect. During combat, we shall strive to conduct ourselves as elite soldiers, destroying everything between us and our objectives.

Something to consider: When you walk slowly towards your opponent, you put them in the driver's seat. They control the flow of the fight and you are reactionary. When you rush or flank your opponent, you can fight more on your terms. You decide if and when engagement occurs. You force the issue. Your opponent must deal with you.

The most important thing in hand-to-hand combat is being offensive minded. Be more focused on hitting your opponent. As you become more proficient, then work towards getting your hits and surviving. How does it help? If you keep swinging and your opponent keeps trying to defend against you, eventually something will get through. Yes, a more skilled opponent may whack you, but that's part of learning.

Core Concepts:

- Always, always, ALWAYS exploit any and all weaknesses of your opponents.
- Do everything you can to turn the odds to your favor. Take advantage of every situation.
- Show no mercy for your opponents. Expect the same from them.
- Leg 'em and leave 'em. Kick ass and bypass. Same thing. Don't waste your time engaging an immobile opponent, when there are still opponents with legs. (Archers and leaders are exceptions.)
- If you're not swinging, you're not winning. Offense is ultimately the only path to victory.
- Without a balanced defense, sometimes offense is impossible.
- If there is a javelin near you on the field, pick it up.
- If there is an arrow near you on the field and a friendly archer nearby, pick the arrow up and toss it to the archer.
- If there is ever any chance to acquire better situational equipment from your teammates, do so. (e.g. Pick up a red weapon to finish of legged opponents.)
- Always target leaders, archers and more aggressive fighters first. Once you have slain the shepherds, the sheep are yours.
- If you are legged and no fighting is going on around you, survey the field. Join up with other gimps, pick up javelins or better equipment, verbally support your teammates, do something!
- Be proactive. Make things happen. Be opportunistic. Exploit quick kills.
- Don't die foolishly. If you are too far from protection or split up, regroup or retreat.
- There is no honor in facing an opponent and dying, if you could have easily killed them from behind.
- Your individual life is meaningless, if everyone else on your team is dead. Be prepared to give it up for the team. Understand the times and situations when this is the right thing to do.

- Rushing into the middle of the enemy army, to disable or kill an archer or leader, is frequently a good move.
- If the odds are against you and you are about to die, take something with you on the way out.
- You might not be noticed or recognized for your heroic deeds. That's OK. You know what you did.
- Respect is earned. It is never bought, sold or traded.
- Leadership by example is most pure form leadership.
- Nobility and aristocracy are self-serving ideals that the pretentious and cowardly hide behind.

Force Concentration:

This is a basic concept that almost everyone is aware of but may not really think about. Every form and aspect of combat is subject to the rules of Force Concentration. The basic idea is that more of your team engages fewer opponents at once.

- This increases your odds of survival and victory. (Barring area effects, it is always a good thing.)
- Imagine ten members of Gestiguiste fighting one thousand average fighters. We would be splat marks on the field. Now imagine fighting the same one thousand, one at a time!
- Whether fighting two-team, unit battles, two versus one or you versus ten opponents, it's the same thing. You want your "team" to engage fewer opponents at a time.
- When fighting two-team, use flanking and individual flankers to your best advantage. How many people will be distracted knowing that an opponent is behind them?
- When fighting two versus one, always present a united front. Never separate your "team".
- When fighting one versus two+, always try to pivot on one fighter and/or draw one in.
- Give ground when outnumbered. Try to draw the more aggressive fighters in first.
- Be conscious of Force Concentration and use it to your advantage. Make it happen.

Two Team:

- Take no pride in being the last man standing on the losing side of a battle. It sometimes means you were not engaging opponents or fighting up to your potential.
- Anytime anyone near you is engaging an opponent, you should be too. At the minimum, force someone to defend against you.
- Do not stand a step back from the front line or assign yourself to the second line, be part of the front line. If we decide to have reserve fighters, they will be veterans, not new members.

Unit Battles:

- Our goal is to win every single unit battle, unless otherwise stated. (Milk and Cookies!)
- Attempt to herd other units into each other, when possible.
- When engaging a unit, crush them completely. Otherwise the stragglers may harass you.
- If caught between two units, bust a move! Attack one or get out of dodge. Be proactive, do something!
- If multiple units are obviously targeting us, keep giving ground while drawing in the more aggressive units and fighters. This relates back to Force Concentration.

Ten Easy Steps to Smashing Your Friends:

So, you've been fighting in Gestiguiste for a while, and you've hit a bit of a wall. You don't feel like you're as effective as you could be. You have good aggressiveness, good defense and are fearless, now all you need to do is improve your fighting skills. Think about how the best fighters in Gestiguiste fight. When they are near their target, they never stop swinging! The weapon is always moving until they or their opponents are dead. Here's what you can do on your own to improve.

1. Swing, swing, swing. If you're not attacking, you're dying.
2. Practice swinging your weapon from each possible start location to each possible hit location. (Shadow fighting.)
3. Work on transitioning from the end of one move into the start of the next move.
4. Practice fake moves, followed by the real move. (To draw their guard away from where you plan to hit.)
5. Practice double and triple moves until you have them down. (Example: Swing high, cross high, low.)
6. Work on speed. Try to move quicker and quicker until you hear your weapons moving. (Don't make your own sound effects.)
7. Use your weapon to attack, rarely to block. That's what your shield is for. (Against weapon and shield.)
8. Don't worry about if you live or die. Just work on taking your opponent out.
9. Now practice all this stuff against real opponents. Do some one-on-one fighting. Melee trains you for melee!
10. Regularly shadow fight with your weapons and gear. Know your weapons and know your limitations with them.

Once you can do all the above, you will attack like a machine. You'll fight without thinking about it. If you are planning each swing, you're moving too slow.

Chaos, Free-For-All Fights:

Do not totally avoid or be obvious in avoiding other members of Gestiguiste. However, do not intentionally engage other members, until ONLY members of Gestiguiste remain.

Above All Else:

Have fun. This is a game! Use equipment and tactics that you are comfortable with. At the same time, this is a team sport, and you are part of a team that plays hard and likes to win.

13. Divisions of Gestiguiste

The highest-ranking members present during combat will discuss an overall plan for scenarios prior to start. Loosely organized, informal divisions may be created for each battle, each with a Division leader. The leaders will discuss battle plans and contingencies with their members. This distribution of command helps us be more organized and effective on the field.

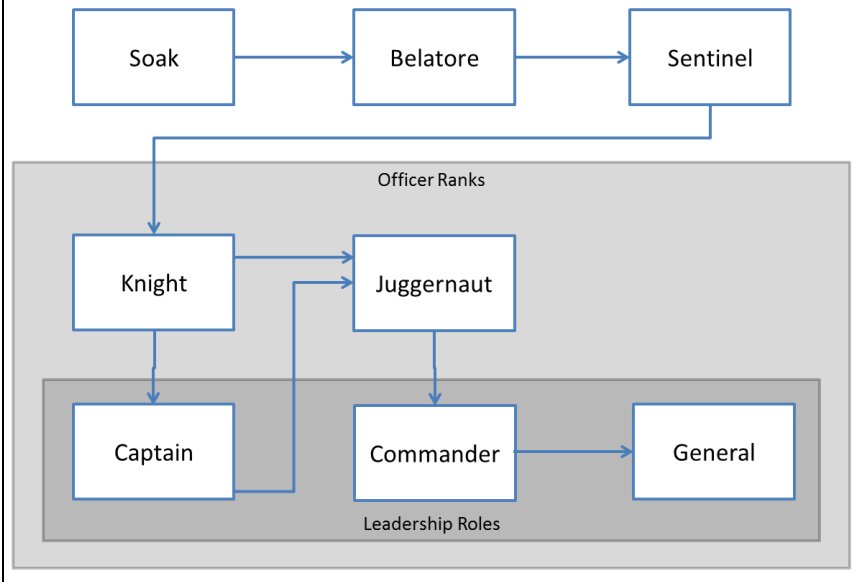
- During resurrection scenarios, divisions are counter-productive and will not be used.
- At the end of the scenario, the divisions cease to exist.

14. Rank Structure

The ranks available in Gestiguiste provide a framework whereby more devoted and skilled members gain increased responsibility to the unit, along with an increased rank. The diagram below depicts the paths from rank to rank, followed by an explanation of each rank and role. There are two leadership roles, which are equivalent to their corresponding base rank: Captain is the leadership role for Knight and Commander is the leadership role for Juggernaut. Members may choose to move between leadership and non-leadership roles, Knight ⇔ Captain, Juggernaut ⇔ Commander, based on their recent participation and service to the unit.

At any given time during combat, the fighters on the field need to know who is in command. The command order is as follows: General, Commander, Captain, Juggernaut, Knight, Sentinel, Belatore and Soak. Although a Juggernaut is a higher-ranking fighter than a Captain, the Captain holds a leadership role and is therefore in command during combat.

Gestiguiste Rank Structure



14.1 Soak / Recruit

To become a Soak / Recruit, refer to section 4 for fighting members (Soak) and section 4.3 for non-fighting members (Recruit).

- Expectations: Recently began participation. Generally, uses borrowed equipment and garb.
- Responsibilities: n/a
- Rank Abbreviation: E1
- Sash Symbol: n/a
- Requirements to Attain Rank:
 - Current Rank: Non-member
 - Battles in Rank: Recommend attending three practices first. (Not required)
 - Equipment: n/a
 - Skills: n/a
 - Recruiting: n/a
 - Vote for Approval: No
 - Members with questions or concerns regarding a Soak / Recruit should discuss those with leadership.

14.2 Belatore

The rank of Belatore is available for fighting and non-fighting members. Upon attaining the rank of Belatore, you become a voting member of Gestiguiste.

Combat Members: After serving as a Soak for three events, at the beginning of your fourth event, you will be promoted to Belatore. During the promotion ceremony, you will receive a Belatore tabard and sash.

Non-Combat Members: After providing a service as a Recruit during three separate events, following the procedures explained in section 4.3, you may be promoted to Belatore at the beginning of your fourth event. During the promotion ceremony, you will receive a Belatore sash.

- Expectations: Starting to make and acquire gear. Still borrowing equipment.
- Responsibilities: n/a
- Gestiguiste Verbal Contract: (This will be included in the Belatore ceremony) Member must acknowledge and agree to the following:
 - Reviewed handbook
 - Knows what to do if there is a problem
 - Dual citizenship is not allowed, members are GTG only
 - Expected to represent Gestiguiste in other games
 - Return policy for Gestiguiste provided and built items
 - Understand the Code of Conduct
 - Witness of agreement by recruiting member
- Rank Abbreviation: E2
- Sash Symbol: n/a
- Requirements to Attain Rank:
 - Current Rank: Soak / Recruit
 - Battles / Service in Rank: 3
 - Equipment: n/a
 - Skills: n/a
 - Recruiting: n/a
 - Vote for Approval: No
 - Members with questions or concerns regarding promotion to Belatore should discuss those with leadership.

14.3 Sentinel

To become a Sentinel, you must have served as a Belatore for three events and meet all the requirements below. There is an acknowledgement of achieving the rank at the first event after you meet all the requirements, and you may add your first dot to your sash.

- Expectations: Possesses basic combat skills. Has own equipment and costume.
- Responsibilities: Non-Leadership Role
- Rank Abbreviation: E3

- Sash Symbol: O
- Requirements to Attain Rank:
 - Current Rank: Belatore
 - Battles in Rank: 3
 - Equipment: Own legal garb and all equipment you would normally choose to use during combat.
 - Skills: (Member will track progress in Discord Channel)
 - Testee will fight in Limited Combat Class for all tests.
 - Testee will fight three separate archers and three separate spearmen of Testing Coordinator's choice, each with a Backup Weapon. (If a tester swings their backup weapon while still holding their primary weapon, that blow doesn't count. Redo from the point of the errant blow if necessary, giving the tested every reasonable benefit.)
 - Testee will fight one Sentinel of Testing Coordinator's choice, using same equipment of Belatore's choice.
 - Possess basic combat concepts: Leg and leave, two versus one fighting, pick up javelins during combat, rush, etc.
 - Recruiting: n/a
 - Vote for Approval: No
 - Members with questions or concerns regarding promotion to Sentinel should discuss those with leadership.

14.4 Knight

To become a Knight, you must have served as a Sentinel for six events and meet all the requirements below. You will receive a knighting ceremony after you meet all the requirements, and you may add a second dot to your sash.

- Expectations: Proven superior fighter
- Responsibilities: Non-Leadership Role
- Rank Abbreviation: O1
- Sash Symbol: OO
- Requirements to Attain Rank:
 - Current Rank: Sentinel
 - Battles in Rank: 6
 - At least three of the six credits must be earned from events outside the member's home realm. (The purpose of this rule is to increase exposure of upcoming Knights'.)

- Prior to Testing, Knights' Council Vote Required: Before a member may test for Knight, they must receive approval from the Knights' Council to proceed. Approval will only be given if there are no dissenting voices from the Knights' present. Any disapproval will be very specific in what expectation(s) must be met for approval to be given. (The purpose of this vote is to provide a chance /for leadership to discuss any concerns prior to the member testing for rank.)
- Equipment: Own legal garb and all equipment you would normally choose to use during combat.
- Skills:
 - Testee will fight in Limited Combat Class for all tests.
 - Testee will fight two Sentinels of Testing Coordinator's choice: one using 1H weapon and shield, the other using only a red or green support weapon. (If two Sentinels are not available, the Testing Coordinator may make substitutions of equivalent or higher ranks.)
 - Testee will fight one Knight of Testing Coordinator's choice, using same equipment of Sentinel's choice.
 - Command your team for an entire practice.
- Recruiting: n/a
- Vote for Approval: Yes. Consensus vote of Knights' Council
- Officer Responsibilities:
 - GTG Job: Yes
 - GTG Project: No
 - GTG Activity: No

14.5 Captain

To earn the title of Captain, you must be an active Knight and meet all requirements of a Captain. This is the first leadership role in Gestiguiste.

- Expectations: Starting to recruit, lead and provide gear for newer members.
- Responsibilities: Leadership Role
- Rank Abbreviation: O1
- Sash Symbol: OO
- Requirements to Attain Rank:
 - Current Rank: Knight
 - Battles in Rank: n/a
 - Equipment: Own legal garb and all equipment you would normally choose to use during combat.
 - Skills: n/a

- Recruiting: 1 Belatore
- Vote for Approval: Yes. Consensus vote of Knights' Council
- Leadership Responsibilities:
 - Attendance: 6 events in the last 12 months.
 - Share Gear: Always bring at least one extra one-hand weapon and one extra shield.
 - GTG Job: Yes
 - GTG Project: Yes
 - GTG Activity: No

14.6 Juggernaut

To become a Juggernaut, you must have served as a Knight and/or Captain for nine events and meet all the requirements below. You will receive a Juggernaut ceremony after you meet all the requirements, and you may add your third dot to your sash.

- Expectations: Hardened veteran who excels in combat.
- Responsibilities: Non-Leadership Role
- Rank Abbreviation: O2
- Sash Symbol: OOO
- Requirements to Attain Rank:
 - Current Rank: Knight or Captain
 - Battles in Rank: 9
 - Prior to Testing, Knights' Council Vote Required: Before a member may test for Juggernaut, they must receive approval from the Knights' Council to proceed. Approval will only be given if there are no dissenting voices from the Knights' present. Any disapproval will be very specific in what expectation(s) must be met for approval to be given. (The purpose of this vote is to provide a chance /for leadership to discuss any concerns prior to the member testing for rank.)
 - Equipment: Own legal garb and all equipment you would normally choose to use during combat.
 - Skills:
 - Testee will fight in Limited Combat Class for this test: Two Knights' of Testing Coordinator's choice: one using 1H weapon and shield, the other using only a red or green support weapon. (If two Knights' are not available, the Testing Coordinator may make substitutions of equivalent or higher ranks.)
 - Both fighters will fight in Unlimited Combat Class for this test: One Commander of Testing Coordinator's choice.

- Skills: Complete "Generals Tasks". This may be any number of reasonable tasks. Examples:
 - Fight in Bear Pit. (Face ALL members of Gestiguiste in Limited Combat Class twice. This is a grueling test of endurance and strategy.)
 - Command the unit for an entire day of battle.
- Recruiting: n/a
- Vote for Approval: Yes
- Officer Responsibilities:
 - GTG Job: Yes
 - GTG Project: No
 - GTG Activity: No

14.7 Commander

To earn the title of Commander, you must be an active Juggernaut and meet all requirements of a Commander. This is the second leadership role in Gestiguiste.

- Expectations: Provides leadership and extra equipment.
- Responsibilities: Leadership Role
- Rank Abbreviation: O2
- Sash Symbol: OOO
- Requirements to Attain Rank:
 - Current Rank: Juggernaut
 - Battles in Rank: n/a
 - Equipment: Own legal garb and all equipment you would normally choose to use during combat.
 - Recruiting: 3 Belatores
 - Vote for Approval: Consensus vote of Knights' Council
- Leadership Responsibilities:
 - Attendance: 8 events in the last 12 months.
 - Share Gear: Always bring at least two extra one-hand weapons, two extra shields and one support weapon.
 - GTG Job: Yes
 - GTG Project: Yes
 - GTG Activity: Yes

14.8 General

To earn the rank of General, you must be an active Commander and meet all requirements to become a General. This is the third leadership role in Gestiguiste. Gestiguiste is designed to have two to three generals at any given time.

- Expectations: Superior fighter, tactician and diplomat. Provides extra equipment. The interests of Gestiguiste are top priority, often sacrificing personal wants to support the unit's needs.
- Responsibilities: Leadership Role
- Rank Abbreviation: O3

- Sash Symbol: OOOO
- Requirements to Attain Rank:
 - Current Rank: Commander
 - Battles in Rank: 12
 - Prior to Testing, Knights' Council Vote Required: Before a member may test for General, they must receive approval from the Knights' Council to proceed. Approval will only be given if there are no dissenting voices from the Knights' present. Any disapproval will be very specific in what expectation(s) must be met for approval to be given. (The purpose of this vote is to provide a chance /for leadership to discuss any concerns prior to the member testing for rank.)
 - Equipment: Own legal garb and all equipment you would normally choose to use during combat.
 - Skills: All active Generals, in unlimited combat class.
 - Recruiting: 6 Belatores
 - Unit vote to proceed to one year of proving readiness:
 - Expectation to participate in all GTG meetings
 - Hold GTG Job, Project and Activity
 - Performing all duties of a General
 - Vote for Approval: Yes
- Officer Responsibilities:
 - Attendance: 10 events in the last 12 months
 - Share Gear: Always bring at least four extra one-hand weapons, four extra shields and one support weapon.
 - GTG Job: Yes
 - GTG Project: Yes
 - GTG Activity: Yes

14.9 Officers Responsibilities

The officers of Gestiguiste will always be held to a higher standard. They are expected to lead us to victory during combat and support the unit off the field. Always think of being promoted as a stepping-stone to the beginning of a new journey.

This section explains in greater detail what is expected of our officers and how our ranks and titles are managed. For the purposes of Officer Responsibilities, a year is defined as a Gates of Fire year, starting with one GoF event and continuing until the GoF next.

Officer Reviews:

- Reviewed during each Knights' Council Meeting.
- Changes may only occur during Knights' Council Meetings.
- Members must request review to move to leadership roles.

- **Required Attendance:** As a leader, you are expected to lead by example, with event participation being the foremost requirement.
- Any Captain or Commander who fails to meet their Leadership Responsibilities will forfeit their leadership role.
- Any Knight, Juggernaut, or General who does not meet their Officer's Responsibilities will be designated as Errant. They may remove this status by fulfilling their required duties. If a General is designated as Errant, the Knights' Council will determine their rank upon return. In most cases, the reassigned rank will be Juggernaut, depending on the circumstances.

Officers Responsibilities Definitions:

- Share Gear: Extra gear required to have at every practice and event, to share with newer members.
- Gestiguiste Job: Perform one Gestiguiste job throughout the year, such as Attendance/Contribution Administrator, Officer Duties Administrator, Game/Chapter BoD, Game/Chapter Staff Position, Outpost Leader, etc.
- Activity: This can be almost anything that gets the body of Gestiguiste together for a social event outside of planned combat events. (e.g. A ski trip, kickball game, house party, cookout, a hike, etc.) Must be approved by Knights' Council and widely advertised and discussed at least four weeks in advance.
- Project: Host a Gestiguiste project, such as a weapon, shield, or armoring workshop or even something different like clearing a camping area at a campsite we use. Must be approved by Knights' Council and widely advertised and discussed at least four weeks in advance.
- Soak Wardens: Every officer in a leadership role should take it upon themselves to spend time with newer members and help them feel comfortable in Gestiguiste. Find out what role they see themselves in, what kind of gear and garb they want, etc. Help point them in the right direction to meet their goals as part of the unit.

Honorary Title of Emeritus:

- Emeritus Title: This applies to all ranks. If a member chooses to limit their participation, basically retiring from regular play, they may keep their current rank with the added title Emeritus. (e.g. Commander Emeritus) They no longer count as an active member of the unit but are not counted as inactive either. They will always be welcome to camp and fight with the unit when they choose. However, they will not have voting rights, no leadership role and no responsibilities. If they decided to come out of retirement, they would have to come back at the non-leadership

rank equal to their Emeritus rank. However, a returning General would come back at the rank of Juggernaut and may choose to advance in rank again.

15. General Information for Testing

Combat Testing is an integral part of proving to the rest of Gestiguiste that you are a competent soldier. Our officers are responsible for the wellbeing and caretaking of the group.

- Testing Coordinator: The Testing Coordinator is typically any officer or outpost leader above the rank of the testee. The Testing Coordinator should only conduct tests if they feel they have adequate personnel to provide good and meaningful tests. The Testing Coordinator has the final say of whether hit(s) landed and if there is uncertainty will call for a redo. The Testing Coordinator must always be fair and impartial.
- Testee: This is the member testing for rank. Conduct yourself in a respectful manner, accepting the results even if you disagree.
- Tester: Member(s) conducting the tests. Should always try to win, ensuring our ranks continue to have meaning and hold value. Should ask for a redo if they believe the hits were not properly called.
- Inform leadership that you are ready to test for promotion after all requirements have all been met.
- All combat tests will be performed using the Dagorhir/Belegarth rule set.
- All testing guidelines are subject to reasonable deviations at the discretion of leadership and Testing Coordinator(s) present.
- Testing may be done at practice and at events, with the following guidelines for the types of events.
 - To Test during Practice: Announce upon arrival at practice, participate in majority of practice, testing will be done at the end of practice. There must be a minimum of seven days since the previous practice test.
 - To Test during Single Day Event: Announce upon arrival at event, participate in majority of event, testing will be done at the end of fighting for the day.
 - To Test during Multi-Day Events: Announce and be completely ready to test before 11am. Testing will be administered at the discretion of the Testing Coordinator, prior to or after the day of fighting.
 - Testing may be limited to specific days and times.
- Equipment Used: Members testing for rank may only test with equipment they own.

- If a piece of gear breaks during testing, fighting stops. The broken item may be replaced with an equivalent piece of gear. Continue from point where break occurred.
- Engagement: It is the responsibility of the testee to initiate and maintain engagement with the tester(s). The tester(s) are not required to advance towards the testee, but also should not actively disengage. The testee has a combined 20 second count to engage. The 20 second count stops during engagement and continues during disengagement. If 20 seconds total of disengagement is reached, the testee accepts a loss for the test.
 - The count must be loud enough for testee to hear.
 - It is considered disengagement when the testee is not actively engaging the tester(s) or actively advancing the test towards conclusion.
 - It is considered disengagement when the tester(s) have no opportunity to attack the testee.
 - A tester who actively disengages from a testee will have an identical 20 second count imposed. From that point forward, engagement is the responsibility of both the tester and the testee. That tester should be coached on tester expectations. This is supposed to be a test of skill, not a test of speed and stamina.
 - If the Testing Coordinator follows these guidelines, no test should last longer than one minute.
 - This ensures testing at events may be completed in a timely manner and doesn't drag on for hours.
- Boundaries: Boundaries for the combat tests may be determined. If the testee or a tester steps past a soft boundary for a very short time it is OK, as long as they work to get back in. If they step past a hard boundary, they are dead.
- Once you have succeeded in any part of any test, you never have to re-do that part unless you go inactive. If you go inactive, you must re-start testing after becoming active again.
- When a test cannot be administered in accordance with these rules to an approved candidate, a "testing credit" may be issued. To receive a testing credit, the testee must have requested testing in advance and must be ready and able to test. (If you are injured, you are not ready and able to test.) A maximum of 5 testing credits may be accrued. All available testing credits are to be used the next time a test can be provided.
- Votes for approval will only be held after all other requirements have been met.

Requirements by Rank and Role

	Sent	Knt	Jugg	Capt	Cmdr	Gen
Attendance	-	-	-	6	8	10
Events In Rank	3	6	9	-	-	12
Event In Rank (Away)	-	3*	-	-	-	-
Recruiting	-	-	-	1	3	6
Pre-Testing Vote Rqd?	-	*Yes	*Yes	-	-	*Yes
Testing	Yes	Yes	Yes	-	-	Yes
Vote Req'd.	-	Yes	Yes	*Yes	*Yes	Yes
Contribution	5	10	10	15	15	20
Share Gear	-	-	-	Yes	Yes	Yes
Shield	-	-	-	1	2	4
Blue	-	-	-	1	2	4
Polearm	-	-	-	-	1	1
GTG Job	-	Yes	Yes	Yes	Yes	Yes
GTG Project	-	-	-	Yes	Yes	Yes
GTG Activity	-	-	-	-	Yes	Yes

*Yes: Consensus vote of Knights' Council

16. Knights' Council

The Knights' Council is the leadership of Gestiguiste, comprised of Knights' and Outpost Leaders in Gestiguiste. The Knights' Council is responsible for the maintaining the structure, integrity and conduct of the unit. The Knights' Council is also responsible for enforcing the Code of Honor and all the Requirements by Rank and Role. The Knights' Council will discuss issues which may impact the unit, attempting to resolve issues identified before they become larger problems.

Knights' Council Meetings: The Knights' Council will meet on the first Sunday of every month at 8:00pm EST on the GTG Discord platform. (Exceptions may be made with prior notice.)

Agenda: See Unit Meeting Text for Expanded details.(The following template will be used to build an agenda for each Knights' Council Meeting)

- Announcements (Upcoming events, etc.)
- Old Business (Carried forward from previous meetings)
 - Topics will be listed in order of Discussion.
- New Business
 - Introduce new topics for open conversation prior to making a formal proposal.
- Review of Officer Ranks (Changes as appropriate)
- Open Discussion

17. Leaving Gestiguiste

On rare occasion a member of Gestiguiste will decide to leave the unit. It is similar to a breakup or divorce. Though the reasons vary, it is usually easy to understand if they left on good terms or if they left on bad terms. Regardless of how they left the unit, they are expected to return all GTG provided, acquired and hosted build items. This includes: tabard, sash, chain, gifts and all items built as part of GTG hosted builds. A pro-rated price will be repaid for items built as part of GTG hosted builds. They will also be removed from member status on GTG websites.

- Leaving on Good Terms: If a member leaves Gestiguiste on good terms, they may briefly visit camp on occasion and may attend promotion ceremonies. They may also remain on GTG web resources as a non-member or friend.
- Leaving on Bad Terms: If a member leaves Gestiguiste on bad terms, we should still be polite to them in public. However, they are not welcome in our camp and are not welcome to attend GTG ceremonies. They will also be removed from all GTG web resources.
- Returning to Gestiguiste: In the extremely rare event a member leaves Gestiguiste on good terms and decides they want to rejoin; the Knights' Council will discuss their possible return and a potential path. If the path is followed as detailed, there will be a unit vote requiring unanimous approval for them to rejoin.

18. Definitions

- Active Status: Any member who has participated in at least one event in the last four months is active. Only active members may vote on issues, test for rank, etc.
- Backup Weapon: One-Handed Blue and/or Green weapon.
- Current Rank: The current rank required to be eligible for promotion to the next rank.

- Events in Rank: GTG Events in the current rank needed to be eligible for promotion to the next rank. For the event to count, it must be publicized at least two weeks in advance. This includes participation in any of the games/sports we participate in.
- Gates of Fire (GoF): The most epic and awesome foam fighting event ever! Annual GTG hosted regional event.
- Gestiguiste Event Credits: Includes combat or Gestiguiste-specific events that are widely publicized at least four weeks in advance where all members of Gestiguiste are invited to participate. Event Credits are earned as follows:
 - Event Duration:
 - 1-2 Days of Scheduled Combat: Counts as 1 GTG Event
 - 3 or More Days of Scheduled Combat: Counts as 2 GTG Events
 - Distance Travelled: +1 GTG Event for events over 3 hours away from home.
 - Examples: Gates of Fire and Winter War will count as 3 GTG Events for most members.
- Ges-Ti: Brass Gestiguiste award.
- Gestiguiste Leadership: A member who is a Knight or your outpost leader.
- Gestiguiste Outpost: A "Gestiguiste Outpost" is defined as a formalized and recognized sub-group of Gestiguiste that is geographically separated from other outposts.
- Inactive Status: Any member who has not participated in at least one event in the last four months becomes inactive. Inactive members may not vote on issues, test for rank and lose previous testing progress. Inactive members are still encouraged to participate in group meetings. To become active again requires participation in a Gestiguiste event.
- Recruiting: Number of Belatores required for promotion.
- Regional Event: Multi-realm events, not hosted for a single realm. (e.g. Gates of Fire, Eclipse, Bloodied Downs, etc.)
- Support Weapon: Two-Handed weapon (e.g. Polearm, Spear, Bow) When used in combat tests, user may not carry additional gear.
- Limited Combat Class: Any combination of non-missile weapons and shield. Armor may be worn but will not count.
- Unlimited Combat Class: Any combination of weapons, shield and armor. (Missiles allowed and armor counts.)

Below are examples of Non-White Symbol Color on Black Background and White Symbol on Non-Black Background:

Examples of
Light Colors

Hue: 26 Sat: 240 Lum: 224	Red: 255 Green: 221 Blue: 233
Hue: 16 Sat: 240 Lum: 221	Red: 255 Green: 231 Blue: 215
Hue: 92 Sat: 153 Lum: 224	Red: 226 Green: 250 Blue: 224
Hue: 140 Sat: 240 Lum: 221	Red: 215 Green: 235 Blue: 255
Hue: 180 Sat: 240 Lum: 221	Red: 235 Green: 215 Blue: 255
Hue: 221 Sat: 240 Lum: 221	Red: 255 Green: 215 Blue: 255

Hue: 0
Sat: 240
Lum: 30

 Red: 64 Green: 0 Blue: 0 || Hue: 13 Sat: 240 Lum: 30 | Red: 64 Green: 21 Blue: 0 |
Hue: 92 Sat: 171 Lum: 20	Red: 6 Green: 36 Blue: 15
Hue: 140 Sat: 240 Lum: 20	Red: 0 Green: 21 Blue: 43
Hue: 180 Sat: 240 Lum: 20	Red: 21 Green: 0 Blue: 43

Hue: 0
Sat: 240
Lum: 20

 Red: 64 Green: 0 Blue: 0 || Hue: 13 Sat: 240 Lum: 20 | Red: 64 Green: 21 Blue: 0 |
Hue: 92 Sat: 171 Lum: 20	Red: 6 Green: 36 Blue: 15
Hue: 140 Sat: 240 Lum: 20	Red: 0 Green: 21 Blue: 43
Hue: 180 Sat: 240 Lum: 20	Red: 21 Green: 0 Blue: 43

Hue: 0
Sat: 240
Lum: 20

 Red: 64 Green: 0 Blue: 0 || Hue: 13 Sat: 240 Lum: 20 | Red: 64 Green: 21 Blue: 0 |
Hue: 92 Sat: 171 Lum: 20	Red: 6 Green: 36 Blue: 15
Hue: 140 Sat: 240 Lum: 20	Red: 0 Green: 21 Blue: 43
Hue: 180 Sat: 240 Lum: 20	Red: 21 Green: 0 Blue: 43



Printing This Booklet

How to print a bi-fold booklet using a Duplex printer.

- **Cover:** Print separately on heavier stock, in color. (Preferred)
- **Inside Pages:** For duplex printing:
 - Select print on both sides and “Flip on Short Edge”
 - Print 36 Pages: (Copy and paste pages)
 - For inside 32 only, do not include “36,1,2,35”
36,1,2,35,34,3,4,33,32,5,6,31,30,7,8,29,28,9,10,27,26,1
1,12,25,24,13,14,23,22,15,16,21,20,17,18,19
- **Center Page:** Pages 18-19. (An opportunity for Awesome)

How to print a bi-fold booklet without a duplex printer.

This may take a few tries to get it right.

- Print the “Outside Pages”
- Flip pages over and put back in print tray, with same top/bottom.
- Then print the remaining “Inside Pages”