

# Rules of the Hall

The following is a list of Rules of the Hall under which the Feast will be conducted. They are modeled to conform to tradition and promote levity.  
Violators are subject to the wrath & mischievousness of the Hosts.  
Egregious Violations are subject to extreme mischievousness of the Hosts!  
All assigned penalties will be carried out before the Hall.

- Thou shalt arrive within 10 minutes of the appointed hour.
- Thou shalt make every effort to meet other guests.
- Thou shalt upon arrival, socialize in the main residence of the Host House until the chimes are played to indicate guests shall move to the Hall.
- Thou shalt not arrive after the Hosts officially enter the Hall.
- Thou shalt remain standing until seated by the Hosts.
- Thou shalt not bring cocktails, ales, spirits or magical vaping materials into the Hall.
- Thou shalt participate in all toasts unless thyself or thy group is honored with a toast.
- Thou shalt ensure that thy glass is always charged when toasting.
- Thou shalt keep toasts and comments within the limits of good taste and mutual respect. Degrading or insulting remarks will be frowned upon by the Hall. However, good-natured needling is ENCOURAGED!
  - *Note: The Jester O' the Hall is exempt to this particular rule!!!*
- Thou shalt always use the proper toasting procedure.
- Thou shalt use the proper response to all toasts.
- Thou shalt fall into disrepute with thy host if they are out of dress for thine character.
- Thou shalt also be painfully regarded if thy costume is listing or not riding in its proper wear. Thou shalt be forgiven, however, if thee also ride at a comparable list.
- Thou shalt not start a course before the Hosts.
- Thou shalt consume thy meal in a manner becoming gentlepersons.
- Thou shalt not murder the Queen's English.
- Thou shalt use formal terms of address (Sear or Lord, Mistress or Lady, or assigned title) along with the honored person's last name or character name.
- Thou may address a Lord Captain, Hand, Herald or Jester simply as such.
- Thou shalt not use uncouth or foul language.
- Thou shalt not point with one or two fingers at an object or person as it can be misconstrued as casting a spell.
- Thou shalt not open "the stable doors" (i.e. "shop talk").
- Thou shalt not laugh at ridiculously funny comments unless the Hosts first show approval by laughing.
- Thou shalt express thy approval or confirmation by tapping thy spoon on the table, clapping of thy hands will not be tolerated.
- Thou shalt not falsely accuse another of a rule or egregious violation.
- Thou shalt not question the decisions of the Hosts.
- Lord Captains shall pay penance from the Spirited Chamber Pot if they are in violation.
- Thou shalt enjoy thyself to thy fullest.
- Lord Captains shall not allow their Faction to engage in Warfare unless authorized by the Hosts.
- Thou shalt fully participate when called upon to do so.

## Egregious Violations of the Hall

- Thou shalt smoke or vape only when provided the opportunity to leave the Hall as granted by the Hosts.
- Thou shalt not leave the Hall whilst convened, Feast decoram and protocol overrides all calls of nature.
- Lord Captains shall not allow the Faction Representative Object to be stolen.
- Thou shalt not, as a member of a faction, call out one's Lord Captain.
- Thou shalt not use or table magical devices (commonly referred to as cell phones or cameras).
  - *Exception: Use of magical devices whilst another is paying penance*
- Thou shalt control the bardic music of the above magical devices (ring tones, alerts or alarms) to be silenced.
- Thou shalt not gape, gawk, gaze, goggle, ogle or stare at the attire (or lack thereof) of a Guest of the Hall.

*Note: This is a "living" document, the final version of the Rules of the Hall and Egregious Violations of the Hall shall be available to all Hosts and Guests at the Feast*