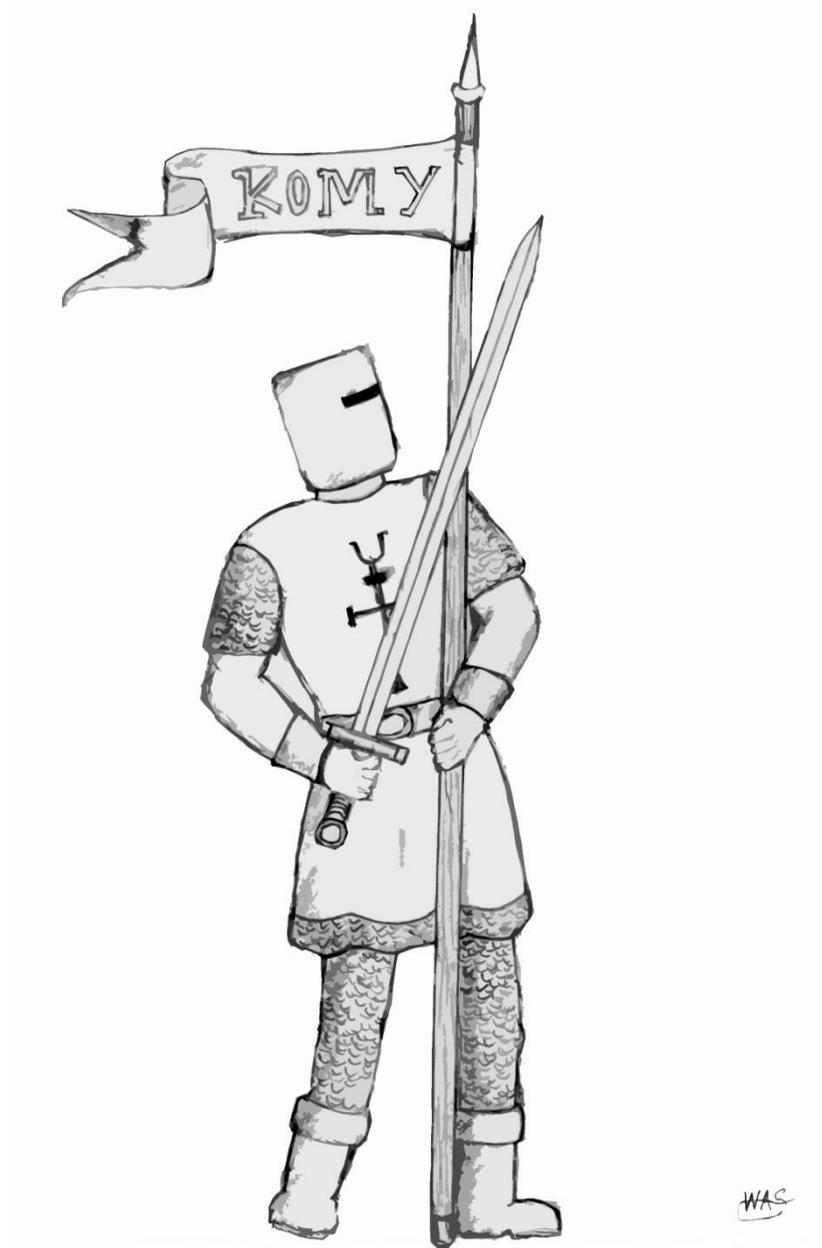


# KNIGHTS OF MISSPENT YOUTH



CHARTER 2012

The lives we live are real,  
The Characters we play are fantasy,  
Between reality and fantasy is everything that makes life worth living.

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## **KOMY OVERVIEW & FOREWORD**

The Knights of Misspent Youth (KOMY) are a Gaming Club or Society, primarily, but not exclusively, dedicated to Role Playing Games (RPGs). The Club was formed officially in 1991/1992 but has its origins much earlier as four of the founding members began playing in 1981. KOMY are strongly associated with Bad Dog Publishing (BDP), and the Newszine 'Fumble' is produced by BDP (up to four times per year).

The Knights of Misspent Youth (KOMY) was founded because of an interest in playing games and all things game related, from attending conventions to organising localised special events. Games are played at the KOMY headquarters and gaming room every week, almost without exception. The Games Room known as 'The Kennel' was custom built in 1988, extended some years later, and saw the inclusion of 'The Knights Bar' in 2009 which was renovated in 2012 and again in 2016. However, there is still a limit to the number of players who can participate in a game on any given night. The Bar and Social Events revolving around KOMY are supported directly by its members.

The day to day affairs of the Club are run by a Seneschal (a sort of Chairperson/Spokesperson), a Treasurer, and liaison to the Bad Dog Publishing (BDP), though Fumble is now largely run by BDP with input from the KOMY Gaming Group as well as outside support.

The Knights of Misspent Youth (KOMY) host an annual event in conjunction with Bad Dog Publishing (BDP) known as 'The Kennel Party' or 'KennelCon'. At this event BDP present the Annual Fumble Awards, including the coveted Knight of the Year Award.

## **KOMY DECLARATION**

The Knights of Misspent Youth have been founded on the premise of friendship. Being a Knight within KOMY requires a fundamental responsibility to all within this society. No matter where one of our members may be in the world, no matter what the circumstances, no Knight will fail to come to the aid of another.

## **SECTION 1: MEMBERSHIP**

Membership in the Knights of Misspent Youth is exclusive. Only a Knight in good standing can propose a new member and this may be subject to the approval of the Seneschal, the Host, and the membership, but may be declined on the basis of available space as resources are limited. A Knight proposing a new member must gain the approval of the membership, though where there is no opposing view, this may only be a formality.

### **1.1 Membership**

- Membership of the Knights of Misspent Youth (KOMY) is exclusive to those who are deemed to fit into the group and to adopt the edicts of same.
- Membership begins with the acceptance of a new initiate.
- A Knight must never promise someone membership.
- A Knight must always choose an external (neutral) venue for introductions.
- A Knight must be on the 'Active Membership Roster' to propose membership (See Appendix 6).
- A new initiate is dubbed a 'Squire' under the Knight whose game he first attends. This Knight becomes the initiate's Benefactor for the duration of his tenure as a Squire.
- A new initiate will serve as a Squire for a minimum period of 5 years, and thereafter for an undetermined period of time designated by his Benefactor. Only this Knight has the right to propose when a Squire is ready for initiation. A Squire must be deemed to have met the criteria of a 'misspent youth' before being deemed a Knight, to avoid – The Challenge (See Squires).
- Membership is for life.
- Membership is deemed to be 'inactive' and a Knight is removed from the Active Membership Roster (see Appendix 6) and placed on the Inactive Membership Roster (see Appendix 7) if said Knight has not attended at least one game or event within three Game Calendar Years (July – June). The Knight will be rendered 'inactive' at the annual Kennel Party (KennelCon).
- Membership is free. A manage fund is maintained for contributions during games and certain events.

### **1.2 Becoming a Knight**

- Only the Seneschal can initiate a Knight into the membership. The Seneschal will call for the Benefactor to propose the prospective Knight, and may be asked to offer testimony that the Squire is ready.
- The Seneschal may call for any who would challenge the right of the Squire to be made a Knight. Only a Knight of good standing and on the Active Membership Roster can issue a challenge.

- The Benefactor may confer with a Squire before answering a challenge but the Squire is not permitted to speak on his own behalf without the permission of the Benefactor and the Seneschal.
- Assuming no objection or the rejection of a challenge, the Squire will be knighted at the annual Kennel Party (also known as KennelCon).
- A Squire can only be knighted after serving a minimum of 5 years as a Squire and must be at least 16 years old.

### **1.3 Voiding Membership**

- Membership is deemed 'void' if a Knight has not attended at least one game or one event (not including the Kennel Party) within five Game Calendar Years (July – June). Thereafter, the member must petition the Seneschal and one other Knight (who will become the new Benefactor) to be reactivated.
- A member may cancel his membership at any time.
- KOMY reserve the right to require a returning Knight to enter into a new term of Squireship in such instances, under the proposing Knight (who will act as Benefactor) for a period of 6 months-2 years depending on the term of absence.
- KOMY reserve the right to refuse membership.

### **1.4 Removal of a Knight**

- Through our history, the Knights of Misspent Youth have never expelled a member and it would take a very serious infraction to do so. Members have come and gone but to date, we have not had a forced expulsion. A Hearing would be necessary to resolve this situation.

### **1.5 Illness**

- A Knight's membership is protected if he becomes ill and is unable to attend games or is otherwise unavailable for special events.

### **1.6 Leave of Absence or Immigration**

- A Knight may take a leave of absence of up to one full calendar year and return to the group without any loss of status. Similarly, if a Knight settles in another country, there may be limited opportunities to participate. However, said Knight is still eligible to attend 'Special Events' or he can participate through proxy, providing updates for his Character, suggestions, submissions to Fumble, etc. A Knight in this position may make 'an exceptional consideration' submission to retain membership and 'Knight' status.

## **SECTION 2: GAMES**

For the purpose of the following, the person running the game will be referred to as the 'GM', those playing the game will be referred to as 'Player' or 'Players', and the persona represented in the game will be referred to as 'Character' or 'Characters'. Other terms will be explained as required.

### **2.1 Role of the GM**

- A GM is responsible for running a scheduled game in a timely fashion, by being on time, and ensuring all Players are informed of game times, dates and any amendments to schedules.
- A GM is responsible to the Host (if the GM is not also the Host), to ensure that any facilities used are left in the manner in which they are found, except with the express permission of the Host.
- A GM must remain fair and impartial with regards to Players and their Characters.
- A GM is responsible for the conduct of the Players attending his game.

### **2.2 Role of the Player**

- A Player is responsible for his own time-keeping and attendance. If a Player cannot attend or is likely to be late, he must inform the GM prior to the commencement of the game where possible.
- A Player must be respectful of the efforts of the GM who is presenting the game. A GM puts a lot of work into a game, and the Player should be mindful of this effort.
- A Player must be respectful of the Host (if this is not the GM) and the facilities provided.
- A Player must be responsible for his individual conduct both in and out of the game when representing the Knights of Misspent Youth.

### **2.3 Role of the Host**

- The Host will refer to the GM in all matters of conduct or dispute concerning the game (when the GM is not also the Host).
- The Host will provide a comfortable and reasonable facility for the running of a game and will only expect that such facilities be returned to the condition in which they were provided.
- The Host will not invite Players to a scheduled game who have not been approved by the GM and who are not themselves members of the Knights of Misspent Youth.

### **2.4 Fairness**

- All Knights will practice fairness, be they GM, Player or Host.

## 2.5 Voting & Attendance Points

- Each member will get an Attendance Point but only Knights are eligible for the Knight of the Year Award.
- Only members (Knights and Squires) can vote in a scheduled game for the Knight of the Year Award.
- Only Knights can be voted for in a scheduled game for the Knight of the Year Award.
- Each member gets only 1 vote in a game, unless the game is subject to points.
- In a Card Game, the member winning the night will get 1 point.
- No Votes or Points will be used at Conventions, though each member will get an Attendance Point per day of attendance. Only Attendance Points attributed to a Knight will be counted against the Knight of the Year Award.

## 2.6 Guests

- Non-members must not be included in an official game without the approval of the Host (if this is not also the GM).
- A GM should seek the approval of the current members before including non-members in a scheduled game as a courtesy. While this is not an absolute requirement, doing so is in keeping with the edicts of KOMY.
- Non-members should be introduced to the group at a neutral venue where possible before inclusion in any scheduled game.

## **SECTION 3: CONVENTIONS**

The Knights of Misspent Youth attend a select number of conventions every year, at which all members are expected to behave in accordance with the statutes of the KOMY Charter. When members are attending a convention or other event, they represent the Knights of Misspent Youth and all that this entails.

### **3.1 Games**

- Games held at conventions, unlike KOMY's regular games may be open to non-members. There may be closed games, which are for members only, but the majority of those held at events will be open to all.
- Members may also participate in other events and games at a convention and must be mindful that they represent the Knights of Misspent Youth. Treat those running the games with the same respect as in regular KOMY events.

### **3.2 Special Events**

- There will be both convention organised events and special events that are exclusive to the Knights of Misspent Youth. Members need to be mindful of the distinction between the two. Open events are for all. Closed events are for members only.

### **3.3 Promotion**

- Members will do all that they can to promote the Knights of Misspent Youth and the edicts we stand for while attending events.

## SECTION 4: SENESCHAL

The Seneschal is more than just a figurehead for the Knights of Misspent Youth. He is responsible for all things KOMY. The Seneschal will be responsible for settling all disputes outside of the remit of the GM or the Host. He is responsible for the behaviour of all members, as well as his own behaviour, in and out of the games or events in respect of KOMY.

### 4.1 Responsibilities

- The Seneschal leads and guides the Knights of Misspent Youth.
- The Seneschal is responsible for the behaviour of the membership.
- The Seneschal is responsible for the maintenance of the manage fund.
- The Seneschal has the right to spend the allocated funds of KOMY, but should keep records of expenditures as he may be asked to produce receipts for all expenses.
- The Seneschal can approve a purchase by another member.
- Only a Knight can request an expense or purchase.
- The Seneschal must provide updates on current events, news, or relevant changes to the Charter or Codes of Practice within KOMY.
- Only the Seneschal can Knight a Squire.

### 4.2 Becoming Seneschal

- Only the existing Seneschal can pick his successor. The Seneschal has the right to choose his successor after declaring his intent to step down.
- Only a Knight in good standing can become Seneschal.
- Only a member who has served for a term of 5 years as a Knight can become Seneschal.
- The term of office for a Seneschal is for 2 years unless no successor makes himself known.
- There is no maximum number of terms for which a Seneschal can hold office.
- The minimum term of office is 2 years unless agreed with the membership.
- If no successor comes forth, the Seneschal can elect to continue for another term.
- A Seneschal can only be deposed by the unanimous consent of all active members.
- If the Seneschal is incapacitated or dies, the position passes to the Treasurer until such time as all active members ratify a new Seneschal or the old one return's from said incapacitation or death.
- If the Seneschal returns from the dead, the membership has the right to invoke the 'Zombie Clause' and move for immediate dismissal, unless the members have also become zombies.

## SECTION 5: KNIGHTS

Becoming a Knight of Misspent Youth is a privilege and should be considered as such. This is an exclusive society that is dedicated to a brotherhood that will span generations and locations.

### 5.1 Responsibilities

- A Knight will attend games on time or notify the GM running a game of any potential lateness or if he is unable to attend.
- A Knight will not be disruptive during a game or event and will behave in accordance with the edicts of KOMY.
- All Knights will accord respect to those considered Lady's-in-waiting.
- A Knight is responsible for his Lady-in-waiting at any event unless this responsibility has been delegated to a Squire.
- A Knight can only delegate to Squires in his service unless said Knight has the permission of a Squire's Benefactor to command his service.

### 5.2 Becoming a Knight

- A Squire can only become a Knight with the approval of his Benefactor.
- A Squire must have completed any trial proposed by the Benefactor prior to being knighted as long as such is legal and in line with KOMY values.
- A Knight is deemed so by his deeds, by upholding the edicts and by attending all scheduled events where possible.
- A Squire (or Knight) who has been of legal age for a minimum of three years must have completed the 'Tap Challenge' prior to being knighted. This involves imbibing a designated drink of suitable volume (usually a pint). This must be completed in one day and involves a minimum of 13 distinctly different brews. The Squire will be presented with the brew of choice by those Knights issuing and validating the Challenge on the given day. This must be witnessed by the Seneschal and the Benefactor where possible. The Squire must be of legal age to complete the 'Tap Challenge', though a strict age requirement of 21 may be enforced. For the purposes of this and any other challenge, a Squire cannot avail of the 'Age' clause in Appendix 5. See Section 6 for details on becoming a Squire, Responsibilities and setting Trials.
- The Seneschal can veto the requirement for the 'Tap Challenge' without explanation, such as when a Knight does not drink alcohol or the practice is deemed inappropriate.

## SECTION 6: SQUIRES

A Squire is subject to the ruling of his Benefactor and must demonstrate the edicts of a Knight of Misspent Youth before becoming a Knight. A Squire must be deemed to have fulfilled the requirements of a misspent youth, set forth by the membership in times past.

### 6.1 Responsibilities

- A Squire has absolutely no rights.
- A Squire is guided by his Benefactor and must follow the instructions of his Benefactor without question.
- A Squire is responsible for his behaviour and must do nothing to bring his Benefactor, Seneschal, or any other Knight into disrepute.
- A Squire can vote for a Knight but cannot himself receive a vote.
- A Squire cannot receive the Knight of the Year Award.
- A Squire must perform all tasks within reason (including selective massages), and must perform all duties befitting of the 'lowly' position of the Squire.
- A Squire must be respectful of his Benefactor, Seneschal, Host and all other Knights of good standing.
- A Squire must be respectful of guests of noted members and is considered lower even than those who hold no authority within KOMY.
- A Squire may be made responsible for the duties of a Knight pertaining to a Lady-in-waiting (See Section 7).
- A Squire has no say with regards to the addition or removal of rules pertaining to the Charter.
- A Squire cannot call a Hearing.
- A Squire cannot issue a challenge.
- Need we go on?

### 6.2 Becoming a Squire

- A Squire must be proposed by a Knight of good standing.
- A Squire will become beholding to a Benefactor (usually to the Knight whose game he first played in after being proposed).
- A Squire must serve a minimum of 5 years in this lowly position and must be at least 16 years old before being knighted.
- A Squire may be required to serve a longer term as dictated by his Benefactor.
- A Squire must be declared before the Seneschal at the annual event of KennelCon in front of at least two Knights of good standing before being knighted.

- A Squire must answer all challenges through his Benefactor unless asked to make a declaration of intent by his Benefactor with the approval of the Seneschal.

### 6.3 Setting Trials for a Squire

- A Squire can be issued any trial by a Knight but this must be approved by his Benefactor who has the right to veto any trial proposed of his vassal without reason. Trials should be fair, or at least as fair as possible keeping in mind that the Squire has no rights.
- Trials may include the 'Tap Challenge' (see: Section 5.2) but may also incorporate the following:
  - 2-4 Articles for Fumble Newszine in each Calendar year once the Squire has been designated the Martial Squire.
  - Washing the Seneschal's car.
  - Washing the Benefactor's car.
  - Sacrificing his Character at a pivotal moment in a game to save the Seneschal, Benefactor, Host, GM, or other Knight.
  - Carrying the Benefactor's bags at events (a given). Attendance of at least 50% of all regularly scheduled games in any given Game Year.
  - Assisting the Benefactor, Host, GM or Seneschal in cleaning up after any game or event.
  - Any other Trial within reason.

## **SECTION 7: LADYS IN WAITING**

While the Knights of Misspent Youth have no prohibition for female members, we are currently a male-orientated and dominated gaming group. Lady-in-waiting is the title bestowed upon our counterparts and female siblings who do not participate in the games. A female member, should such occur, will still be referred to as a Knight.

### **7.1 Responsibilities**

- No Lady-in-waiting may petition to become a Knight as this position can only be achieved by being proposed by a Knight in good standing.
- A Lady-in-waiting may only participate in open events and cannot attend scheduled calendar events.
- A Lady-in-waiting has no vote.
- A Lady-in-waiting cannot be voted for, even at a special event.
- A Lady-in-waiting cannot receive the points for a win at Card Games.
- If a Lady-in-waiting is offended, she can petition her Knight to issue a challenge before the Seneschal, unless the Seneschal is the one who has offended the Lady. A Hearing will ensue to resolve all disputes followed by a suitable recompense if found guilty.

### **7.2 Becoming a Lady-in-Waiting**

- A Lady-in-waiting will become so once a sibling, spouse or betrothed is knighted.
- A Lady-in-waiting will only be considered so as long as the Knight is actively serving and in good standing.
- The Lady of a Squire will be referred to as a Wench as long as doing so does not get said Knight beaten to a pulp.

## **SECTION 8: ADMINISTRATION**

The administration of the Knights of Misspent Youth (KOMY) is primarily undertaken by the Seneschal. However, other roles come to bear from time to time. The Seneschal is responsible for overseeing these roles and ensuring that said duties are carried out within the guidelines of the brotherhood as a whole. KOMY is a non-profit organisation. Still, expenses that arise must be covered by the membership. This is catered for through the 'Kennel Fund'. This fund is managed by both the Seneschal and Treasurer, and funds are distributed and allocated as required, chiefly in the purchase of the annual 'Knight of the Year' award and in support of the annual 'Kennel Party'. Excess funds are used during special occasions, such as lifetime achievement events.

### **8.1 Treasurer**

- The Treasurer is responsible for the safekeeping of excess funds gathered by the Tax Collector.
- The Treasurer is required to produce an annual statement of any updates to said funds, including deposits, withdrawals, etc.
- The Treasurer will act as Tax Collector on those occasions where the appointed Tax Collector is not available to squeeze the coppers out of the membership through any means necessary, including repeated shakings of 'The Tin'.

### **8.2 Tax Collector**

- The Tax Collector is directly responsible for squeezing the coppers out of the membership through any means necessary, including repeated shakings of 'The Tin'.
- The Tax Collector shall listen to, and dismiss, any excuse from any member not donating to the collective well-being of the Knights of Misspent Youth, but may defer judgement by frowning, shaking of the head and other gestures of disapproval by noting non-participation and subsequent vigorous assertion of the collecting medium on next occasion of attendance.
- The Tax Collector is responsible for the counting of only those funds within 'The Tin' that have not been removed for safekeeping by the Treasurer or Seneschal.

### **8.3 Record Keeping**

- The Seneschal is solely responsible for all records pertaining to funds and to the Knights of Misspent Youth throughout his tenure.

## **SECTION 9: CODE OF CONDUCT**

Remember, being part of the Knights of Misspent Youth (KOMY) is primarily about playing the games and having fun. However, it is also about being part of a brotherhood who look out for one another, who take solace in the fact that no Knight shall be left to fend for himself where the hospitality of another is readily available and the friendship shared in diversity. With this in mind, all members have a responsibility to behave accordingly. The 'Misspent Youth' portion of our title must not be misconstrued to mean aberrant behaviour is acceptable. Our edict is focused towards the games we play, the moments we share and the stories we tell of deeds of comradeship and daring. We still have a social and shared responsibility not to bring KOMY into disrepute.

### **9.1 Behaviour of Membership**

All members are firstly responsible for their own behaviour. Whether attending events as a private consideration or as part of a KOMY organised excursion, all members are expected to behave in accordance with the edicts of the Knights of Misspent Youth.

KOMY events and activities involve participation. However, if a member wants to go it alone or stay behind during any of the planned activities (including meals) they are free to do so. Social protocol implies that bills will be shared equally, without exception. Meals include drinks. Some activities may also include drinks. If participating, then all bills will be settled equally. If a member is unwilling/unable to abide by this rule – please do not attend activities or events!

### **9.2 Facebook and Social Networks**

- KOMY Facebook is a closed, 'members only' group, not for general circulation. The group initiative should still maintain an on-topic, professional forum-type, support, as any listing or comment deemed to be inappropriate or not in keeping with the intent behind this Facebook group will be removed
- All comments must be on-topic and relevant for general circulation among the group
- Anything deemed inappropriate or outside the remit of the group will be removed without prior warning
- Where possible, shared email addresses/Facebook pages should not be used to access this page. If a member is using a shared email address/Facebook account with a non-member, please let KOMY know and the email address will be removed
- Access to the KOMY Facebook page is limited to Knights and Squires (who are in good standing) only

- KOMY reserves the right to remove or suspend access without explanation, though a Knight will have recourse to a hearing. Squires have no rights. See Section 6: Squires.

### **9.3 Other Sites/Social Networks**

- Any listings or details of KOMY cannot be included in other websites or Social Networks without prior approval of the KOMY membership or the Seneschal acting on the group's behalf.

### **9.4 Hearings and Disputes**

- If a member is deemed to be in dispute or subject to a grievance, the Knight can bring this issue to the attention of the Seneschal or the membership (if the issue is with the Seneschal). As a Squire has no rights, any dispute can only be brought by his Benefactor or another Knight in good standing if the issue is with the Benefactor.
- A hearing will be convened before the Seneschal and two members in good standing (unless the dispute is with the Seneschal or one of the chosen members). Both members will be permitted to make their case (in a private session if required). The Seneschal and those assigned to the Hearing will make the decision and inform the affected members of the outcome. Any sanctions required at that time will come into effect.
- A senior member will preside over a Hearing if the dispute is with the Seneschal
- Hearings for a Squire are carried out immediately where possible as Squires have no rights (See Section 6). Such hearings may be postponed if the Squire's Benefactor is not available. Another Knight in good standing may be appointed to speak on behalf of the Squire. Only the Seneschal is required to make judgement in a Squire's Hearing (unless the dispute is with the Seneschal – in which case a senior member will be appointed to oversee the Hearing as noted above).

## **SECTION 10: BAD DOG PUBLISHING**

Bad Dog Publishing (BDP) offers support to the Knights of Misspent Youth and hosts the Annual Fumble Awards. BDP also allocate space in the publication – Fumble Newszine to bring news of upcoming events and the inner workings of KOMY.

### **10.1 Fumble Newszine**

- BDP will only support KOMY as long as its membership continues to contribute to this publication. The Fumble Newszine is produced at least four times every year. Two featured columns remain part of Fumble: Inner Circle and The Seneschal's Declaration. Inner Circle reports on all that is going on in the games. The Seneschal's Declaration reports on all that is going on in the Knights of Misspent Youth.

Inner Circle: This column is dedicated to all things Knights of Misspent Youth. All updates regarding the games group will be made available through Inner Circle every issue.

### **10.2 Promotion**

- KOMY will promote BDP, playtest new products and take part in joint social events. BDP and KOMY are intrinsically interwoven, providing mutual support as required. This informal arrangement will continue indefinitely.

### **10.3 Annual Fumble Awards**

- The Annual Fumble Awards are supported by BDP and they provide a way of rewarding the achievements of the Knights of Misspent Youth.

## **APPENDIX 1: SENESCHALS**

1992 – 1993	Sir William of Shea (1)
1994 – 1995	Sir Eoin of Clune (1).
1995 – 1997	Sir William of Shea (2).
1997 – 1999	Sir Fergal of Moore (1).
1999 – 2001	Sir Michael of Mahony (1).
2001 – 2003	Sir William of Shea (3).
2003 – 2005	Sir Martin of Mason (1).
2005 – 2011	Sir Michael of Mahony (2).
2007 – 2009	Sir Michael of Mahony (3).
2009 – 2011	Sir Michael of Mahony (4).
2011 – 2013	Sir William of Shea (4).
2013 – 2015	Sir William of Shea (5).
2015 – 2017	Sir Martin of Mason (2).

## APPENDIX 2: KNIGHT OF THE YEAR

The Knight of the Year is the most coveted award given to a Knight of Misspent Youth and includes a 3 Point allocation to the next gaming year. The award is given for a combination of attendance points and weekly votes from the membership.

- 1994 Sir Bryan of Hegarty (first and last 'Player of the Year' award) (1).
- 1997 Sir Fergal of Moore (1).
- 1998 Sir William of Shea (1).
- 1999 Sir William of Shea (2).
- 2000 Sir Martin of Mason (1).
- 2001 Sir William of Shea (3).
- 2002 Sir Michael of Mahony (1).
- 2003 Sir William of Shea (4).
- 2004 Sir Eoin of Moloney (1).
- 2005 Sir William of Shea (5).
- 2006 Sir William of Shea (6).
- 2007 Sir William of Shea (7) (HT).
- 2008 Sir Martin of Mason (2).
- 2009 Sir William of Shea (8).
- 2010 Sir William of Shea (9).
- 2011 Sir Martin of Mason (3).
- 2012 Sir William of Shea (10).
- 2013 Sir Alan of Kelly (1).
- 2014 Sir Michael of Mahony (2).
- 2015 Sir William of Shea (11).
- 2016 Sir William of Shea (12)
- 2017 TBA

## **APPENDIX 3: OTHER AWARDS**

From time to time other awards have been introduced to fit the circumstances. These are special awards and can change in significance throughout the years, such as the Helping Hand Award, which has been used to signify that a Player needs a helping hand and to reward the person who had been the most helpful throughout the year by re-designating it the Helpful Hand Award.

### **The High Castellan Award**

2011 Sir William of Shea

### **The Castellan Award**

2001 Sir Gregg of Patrick

2002 Sir William of Shea

### **The Helping Hand Award**

2000 Sir Fergal of Moore

2001 Sir Fergal of Moore

2002 Sir Bryan of Hegarty

### **The Helpful Hand Award**

2004 Sir William of Shea

## APPENDIX 4: CONVENTIONS

1989	KennelCon1	The Kennel, Cork, Ireland
1990	KennelCon2	The Kennel, Cork, Ireland
1991	WarpCon I	UCC Cork, Ireland
1991	KennelCon3	The Kennel, Cork, Ireland
1992	WarpCon II	UCC Cork, Ireland
1992	KennelCon4	The Kennel, Cork, Ireland
1993	WarpCon III	UCC Cork, Ireland
1993	KennelCon5	The Kennel, Cork, Ireland
1993	UK Gen Con II	Camber Sands, Sussex, UK
1994	WarpCon IV	UCC Cork, Ireland
1994	KennelCon6	The Kennel, Cork, Ireland
1994	HalloweenCon1	The Kennel, Cork, Ireland
1994	UK Gen Con III	Camber Sands, Sussex, UK
1995	WarpCon V	UCC Cork, Ireland
1995	UK Gen Con IV	Camber Sands, Sussex, UK
1995	KennelCon7	The Kennel, Cork, Ireland
1996	WarpCon VI	UCC Cork, Ireland
1996	UK Gen Con V	Loughborough University, Leicestershire, UK
1996	KennelCon8	The Kennel, Cork, Ireland
1997	WarpCon VII	UCC Cork, Ireland
1997	UK Gen Con VI	Loughborough University, Leicestershire, UK
1997	KennelCon9	The Kennel, Cork, Ireland
1998	WarpCon VIII	UCC Cork, Ireland
1998	UK Gen Con VII	Loughborough University, Leicestershire, UK
1998	KennelCon10	The Kennel, Cork, Ireland
1999	WarpCon IX	UCC Cork, Ireland
1999	UK Gen Con VIII	Loughborough University, Leicestershire, UK
1999	KennelCon11	The Kennel, Cork, Ireland
1999	HalloweenCon2	The Kennel, Cork, Ireland
2000	WarpCon X	UCC Cork, Ireland
2000	UK Gen Con IX	Manchester, UK
2000	KennelCon12	The Kennel, Cork, Ireland
2000	HalloweenCon3	The Kennel, Cork, Ireland
2001	WarpCon XI	UCC Cork, Ireland
2001	UK Gen Con X	Olympia London, UK
2001	KennelCon13	The Kennel, Cork, Ireland
2001	HalloweenCon4	The Kennel, Cork, Ireland
2002	WarpCon XII	UCC Cork, Ireland
2002	UberCon I	Rochestown Park Hotel, Cork, Ireland
2002	UK Gen Con XI	Olympia London, UK
2002	KennelCon14	The Kennel, Cork, Ireland
2002	HalloweenCon5	The Kennel, Cork, Ireland

2003	WarpCon XIII	UCC Cork, Ireland
2003	UberCon II	Rochestown Park Hotel, Cork, Ireland
2003	KennelCon15	The Kennel, Cork, Ireland
2003	UK Gen Con XII	Olympia London, UK
2003	GaelCon 2003 (HalloweenCon6)	Clontarf Castle, Dublin, Ireland
2004	WarpCon XIV	UCC Cork, Ireland
2004	KennelCon16	The Kennel, Cork, Ireland
2004	UK Gen Con XIII	Minehead, UK
2004	HalloweenCon7	The Kennel, Cork, Ireland
2005	WarpCon XV	UCC Cork, Ireland
2005	KennelCon17	The Kennel, Cork, Ireland
2005	GaelCon 2005 (HalloweenCon8)	Clontarf Castle, Dublin, Ireland
2005	UK Gen Con XIV	Bognor Regis, UK
2006	WarpCon XVI	UCC Cork, Ireland
2006	MayCon	London, UK
2006	KennelCon18	The Kennel, Cork, Ireland
2006	GaelCon 2006 (HalloweenCon9)	Clontarf Castle, Dublin, Ireland
2007	WarpCon XVII	UCC Cork Ireland
2007	UK Gen Con XV	Reading University, UK
2007	KennelCon19	The Kennel, Cork, Ireland
2008	WarpCon XVIII	UCC Cork, Ireland
2008	UK Gen Con XVI	Reading University, UK
2008	KennelCon20	The Kennel, Cork, Ireland
2009	WarpCon XIX	UCC Cork, Ireland
2009	UK Games Expo III	Birmingham, UK
2009	KennelCon21	The Kennel, Cork, Ireland
2010	WarpCon XX	UCC Cork, Ireland
2010	UK Games Expo IV	Birmingham, UK
2010	KennelCon22	The Kennel, Cork, Ireland
2011	WarpCon XXI	UCC Cork, Ireland
2011	UK Games Expo V	Birmingham, UK
2011	KennelCon23	The Kennel, Cork, Ireland
2012	WarpCon XXII	UCC Cork, Ireland
2012	UK Games Expo VI	Birmingham, UK
2012	KennelCon24	The Kennel, Cork, Ireland
2012	HalloweenCon10	The Kennel, Cork, Ireland
2013	WarpCon XXIII	UCC Cork, Ireland
2013	UK Games Expo VII	Birmingham, UK
2013	KennelCon25	The Kennel, Cork, Ireland
2014	WarpCon XXIV	UCC Cork, Ireland

2014	UK Games Expo VIII	Birmingham, UK
2014	KennelCon26	The Kennel, Cork, Ireland
2014	HalloweenCon11	The Kennel, Cork, Ireland
2015	WarpCon XXV	UCC Cork, Ireland
2015	UK Games Expo IX	Birmingham, UK
	(BryBurLoftyBirmingCon)	
2015	KennelCon27	The Kennel, Cork, Ireland
2016	WarpCon XXVI	UCC Cork, Ireland
2016	NEWCON	Birmingham, UK
2016	KennelCon28	The Kennel, Cork, Ireland
2017	WarpCon XXVII	TBA
2017	NEXTCON	TBA
2017	KennelCon29	TBA

## APPENDIX 5: AGE

For those of you, who are reaching 30, don't fret at getting older. If 50 is the new 40, and 40 is the new 30, and we now address age in the Knights of Misspent Youth by taking the average age of the group as a whole (including active Squires), this gives us an average age that is more in keeping with our philosophy.

The minimum age for a Squire to join the Knights of Misspent Youth is 12. The minimum age for a Squire to join the regular games is 15. The minimum age for a Squire to be knighted is 17. The minimum age for a Knight to take on the mantle of Seneschal is 25. There may have been exception to these rules in the past, but for all future assessments, these minimum age requirements will now be enforced. The minimum age category cannot avail of the average age for a Knight.

The current age calculated for 2016 is: 38

The Knights of Misspent Youth (KOMY) in no way condones the practice of exclusion based on age. We invent new ways to adapt to ageism by changing the rules to the advantage of our younger and older members alike. However, this is not to mean that our younger members can use the increase in age to partake in activities otherwise excluded. Nor does it mean our older members can return to their youth to frequent places where the activities will have a serious impact on their health, or embarrass our younger members, except for Squires, who have no rights.

## APPENDIX 6: ACTIVE MEMBERSHIP ROSTER

<b>Knight</b>	<b>Colour</b>	<b>Troll Name</b>
Sir William of Shea (50)	The White Knight	Master Sage
Sir Kieran of Walshe (47)	The Purple Knight	Rando Troll
Sir Shane of Walshe (46)	The Platinum Knight	Tied-on Troll
Sir Gregg of Patrick (50)	The Gold Knight	Gustus Troll
Sir Michael of Mahony (55)	The Blue Knight	Wimpy Troll
Sir Bryan of Hegarty (51)	The Red Knight	Gully Troll
Sir Fergal of Moore (47)	The Green Knight	Webster Troll
Sir Martin Mason (33)	The Black Knight	Julius Troll
Sir Stephen of Kiely (33)	The Orange Knight	Fidget Troll
Sir Eoin of Moloney (33)	The Silver Knight	Duplex Troll
Sir Michael of Heffernan (33)	The Brown/Bronze Knight	Tipsy Troll
Sir Alan of Kelly (33)	The Electrum Knight	Ozzie Troll
Sir Paul of Mason (26)	The Bone Knight	Hippy Troll
Sir Andrew of Meaney (33)	The Ivory Knight	Sully Troll
Sir Dane of Shea (18)	The Ghost Knight	Klutz Troll
Sir Luke of Shea (18)	The Snow Knight	Krave Troll

## **APPENDIX 7: INACTIVE MEMBERSHIP ROSTER**

Sir Eoin of Clune

Sir Conor of Clune

Sir David of Callaghan

Squire Edward of Sullivan

Squire Thurlock of Mahony

Squire Ronan Fitzgerald

## APPENDIX 8: GAMES

Advanced Dungeons & Dragons  
Advanced Dungeons & Dragons 2nd Edition  
Advanced Dungeons & Dragons 3.5 Edition  
Advanced Dungeons & Dragons 3rd Edition  
Armageddon 2089  
Bang!  
Call of Cthulhu  
Cards Against Humanity  
Chez Geek  
Demon the Fallen  
Discworld  
Do you worship Cthulhu?  
Dungeons & Dragons  
Dungeons & Dragons (Hollow World)  
Dungeons & Dragons 4th Edition  
Dungeons & Dragons 5th Edition  
Dungeons & Dragons 5th Edition  
Golddigger  
Groo  
Hackmaster  
Harnmaster  
Knightshade  
Lawless  
Lord of the Rings  
Middle Earth RPG  
Munchkins  
Palladium  
Pathfinder  
Rolemaster  
Runequest  
Star Trek RPG  
Traveller  
Twitch  
Vampire Card Game  
Vampire the Masquerade  
Wraith the Oblivion

## APPENDIX 9: 2016 ADDENDUMS

- i. Editing and corrections.
- ii. Updated visual presentation.
- iii. Updated Convention List Appendix 4.
- iv. Updated Knight Status Appendix 6.
- v. Update Games List Appendix 8.
- vi. Updated Membership is deemed to be 'inactive' clause to increase criteria from one to three years in Section 1.1 Membership, Point 9.
- vii. Updated Section 1.3 Voiding Membership. Added Point 4, the right of refusal.
- viii. Updated Section 5.1 Responsibilities. Added Point 2, behaviour of a Knight.
- ix. Updated Section 5.2 Becoming a Knight. Added Point 5, Seneschal's right to veto 'Tap Challenge'.
- x. Update Section 9.4 Hearings and Disputes. Added Point 3, Senior member appointment when Seneschal is in dispute.