

Where Scout Guild Law is Applicable

Scouts Guild law is applicable to any crime is committed on Scouts Guild lands, Guild Houses or places within the jurisdiction of the Scouts Guild.

Where the law is in conflict of another Guild or Faction, it is between the enforcers of the respective laws to come to an acceptable compromise and conclusion of the matter.

Types of Crime

Low Crimes are acts or actions or omissions that are directed against the general good and general running of the Scouts Guild. Low crimes should only affect those members who are Oath Sworn.

High Crimes are act or actions or omissions that endanger the lives of members (of all rank and status), endanger the Guild as a whole, Endanger any individual Grandmaster/Master/Aide/Enforcer or high ranking member of the Guild.

Low Crimes

Low crimes cover offences such as theft, robbery or piracy, manslaughter, dereliction of duty, holding slaves or putting others into forced slavery (excluding thralls), bearing false witness, failing to obey a direct order of a higher ranking official, deliberately stirring enmity between Scouts, obstructing Scouts justice or gross misconduct or negligence.

These matters should be dealt with internally wherever possible and should only be brought to trial by combat or jury if all other forms of arbitration have failed to protect the common welfare and good of the Guild.

- Theft – Being defined by the removal of property from the Guild, Guild land or Guild member that does not belong to the accused.
- Robbery – Theft by force or endangering or threatening a member's life or harming/injuring a member's life to succeed.
- Piracy – As theft and robbery except the offence takes place at sea on a vessel in the custody of the Scouts Guild.
- Manslaughter – The permanent killing of a member of the Guild or guest of the Guild without intent or malice.
- Dereliction of Duty – Any person who fails to meet the conditions of his/her duty. Including, but not limited to:
 - Drinking Whilst on duty
 - Falling asleep whilst on duty
 - Being without defence whilst guarding
 - Failing to act on an order whilst on duty
- Slavery – Holding persons in forced servitude where the captive receives no return for services they render. This does not apply to controlled unloving or thralls.
- Failing to Obey a Direct Order – Committed by a person who disobeys a direct order from a higher ranking member of the Guild unless this counteracts a

previous order given by a master of the guild or with the authority of a master of the guild e.g. an Aide

- Kidnapping – A person who is taken against their will or by force for financial or other gains.
- Deliberately Stirring Enmity Between Guild Members – Shall be committed by any person who deliberately spreads false rumour or allegation between two or more members of the Guild causing conflict between those parties.
- Obscuring Scouts Guild Law – Committed by any person who knowingly or recklessly obstructs the administration of Scouts Guild Law. This can be by action or inaction, such as withholding evidence.
- Gross Misconduct or Negligence – Shall be committed by any person who through action or inaction allows harm or damage to come to another member of the Scouts Guild or Scouts Guild property.

The list above is not exhaustive and an attempt at any of the above offences carries the same penalties for the act itself e.g. attempted theft.

High Crimes

If there is a case to answer for, the offender shall be brought to trial before a panel consisting of at least one of the masters, at least one aide of the Voice of the Guild, an Enforcer, a member of the same group or representative of the accused. Any member of the panel may appoint a substitute to their place if they are unable to attend due to other Guild business or if they wish to give evidence (the consent of the accused will be sought but is not necessary). The trial will take place in the presence of any Guild member who wishes to attend. The Enforcer will bring evidence for the prosecution, or any other deputy in his/her place. The accused may ask any Guild member in good standing to speak on their behalf. The prosecution will call witnesses and present any evidence. All witnesses will swear an oath to their ancestors or if Oath Sworn to the Guild upon Scouts Guild Law. Both sides will be allowed to question the witnesses. The defendant will then do the same. The time taken should be kept to a minimum.

Once all evidence has been heard, the panel will adjourn and consider all the evidence presented and decide upon a verdict based on the balance of probabilities, bearing in mind the consequences of a guilty plea.

Accusations of a High Crime should be made to an Enforcer or to a Master of the Guild or to a deputy carrying out that duty in his/her place. The Enforcer will decide if there is enough evidence to bring the accused to trial. He/she may decide to proceed to trial, to throw out the allegations as unfounded or to request further investigation into the accusations.

Upon a verdict of Not Guilty, the accused will be released immediately with their honour, rank and integrity within the Guild restored. If found Guilty, the accused will be liable for any punishment the panel may decree. The accused in this case is permitted to make a speech in mitigation before sentence is passed, but it is at the mercy of the panel.

The punishments may range from a fine, forced servitude in service of the Guild, reduction or loss of status or rank, exile from Scout lands and Guild, removal of Guild

Oath. For the most serious of crimes, the sentence of permanent death may be issued (but this should be a unanimous decision of the guild masters and panel).

Trial By Combat

Trial by combat can be issued for a low or high crime depending on the nature of the crime. This shall not be passed unless both the accused and the prosecutor agree to the matter being decided in this manner. The Enforcer or deputy in his/her place shall decide the time and place for the combat. The trial by combat shall not be regarded as valid unless at least three enforcers or masters or combination of these are present to witness.

The battle will be fought until one side concedes defeat. Should both sides consent, each party may nominate up to three champions to share the field with them. Each party can also choose to have seconds fight in their place (as it may be unfair to assume everyone can fight). In this case, the last side standing on the field will be declared the winner of the suit.

It is the responsibility of the plaintiff to ensure there is a healer present before the combat commences and every effort will be taken to minimise fatalities during combat. Use of magic or incantation can only be at the consent of both parties. Any attempt to interfere with, or in the field or trial will be regarded as a serious offence.

Trial By Jury

Should one or both parties not wish to engage in trial by combat, the Enforcer or acting deputy will arrange a trial by jury to settle the issue. He will arrange a time and place and appoint five members of the Guild in good standing to act as judges as to fact. Both the accuser and accused may object to one of the appointed members of the jury and they will be replaced by the Enforcer.

The Enforcer or acting deputy will sit as magistrate and moderator and will be responsible for the conduct of the trial, having due regard for both parties.

The judge's overriding responsibility is to the common good and to ensure a fair trial, showing no bias or prejudice for either party. It is his/her job to pronounce sentence in consultation with the jury following a conviction.

The jury are judges of fact. They will swear an oath to their ancestors or Guild that they will show no bias but will decide the case upon the facts they hear. Any verdict they bring in will show no bias but will decide the case upon the facts they hear. Their decision of guilt or innocence must come from a majority vote. They may advise the judge as to the sentence.