

GUILD OF METAL WEAVERS

for all territories within the
Kingdom of Vega,
Empire of Chivalry and Steel

Purpose

The Guild of Metal Weavers is devoted to the study of weaving metal; including, but not limited to Chainmaille, Viking Wire Weave, Wire Wrapping and Beading. Our purpose is discovery, practice, creation and education of method and designs for the art.

By-Laws

The Guild of Metal Weavers is open to anyone within the Empire of Chivalry and Steel who wishes to learn and teach the methods of creating woven metal art.

- Guildsmen must be a paid member of the Empire of Chivalry and Steel.
- Guildsmen must be willing to teach and/or mentor others wishing to learn.
- Guildsmen must be able to purchase own set of equipment/tools used. Short term loans of equipment may be arranged through other members for specific projects, but all members are required to have their own set/sets of tools.

Recommended Equipment / Tools (Chainmaille)

- At least two (2) flat nose pliers. These are similar to common “needle-nose” pliers, but without ridges on the grip face. Several pairs with varying end thickness is useful depending on ring gauge and material.
- Jewelry/Bead boxes for carrying supplies such as rings and clasps.
- Jump Rings in varying gauges, materials and diameters depending on project, typically between 10-18 gauge.

Recommended Equipment / Tools (Viking Wire Weave)

- Dowel, Mandrel, or Allen Wrench. Dowels and Mandrels may be cut/sanded to a 'hexagon' shape for easier use. Diameter should be no bigger than ½ inch.

- Wire of varying gauges depending on project. Typical ranges are between 16 and 30 gauge.
- At least one (1) each: wire cutter, flat nose plier, round nose.
- Drawing plate (wood, plastic or metal) with varying diameter holes.

Recommended Equipment / Tools (Wire Wrapping)

- Wire of varying gauges depending on project. Typical ranges are between 10 and 30 gauge.
- At least one (1) each: wire cutter, flat nose plier, round nose plier.

Recommended Equipment / Tools (Beading)

- Wire of varying gauges depending on project. Typical ranges are between 16 and 30 gauge.
- At least one (1) each: wire cutter, flat nose plier, round nose.
- Jewelry/Bead boxes for carrying supplies such as rings and clasps, beads and other materials.
- Other tools / material vary by form, design and project.

Hierarchy / Guild Structure

The guild is not a singular entity within the Empire of Chivalry and Steel, rather each territory may have it's own guild which operates under this charter's guidelines.

The following hierarchy shall exist within the guild as needed:

Grand Master: During Feast/War events a "Grand Master" may be elected by the Guild Masters, or Authorized Guild representatives (in cases where the Guild Master cannot attend). The Grand Master title is only granted during that particular event as needed (for example judging of masterwork, etc...). As such the Grand Master does not need to be the most experienced in all forms of Wire Art, but should be familiar enough with all the forms to evaluate them for judging purposes. Grand Masters may also be selected to represent the Guild during Kingdom Courts, resolve disputes or chair Guild related discussions as needed.

Guild Master: Are elected by territorial Guild members. They do not have to be experienced in every form of wire art, but must be experienced in at least one form. They must be willing to mentor, advise and teach what they know to all members desiring to learn, and be able to organize group activities or resolve disputes as needed. Guild Masters may appoint an Assistant as needed.

Guild Officers: Members with experience in one or more of the various forms of wire art, and are appointed and/or removed by a Guild Master as needed. Officers must be willing to teach the forms of weaving they have knowledge of to members desiring to learn.

(Form) Master: Members with experience in one specific form of wire art. Must have completed 5 projects showing different patterns and submitted them for judging, and taught 5 classes. Upon reaching this level the Guild Master may bestow the title of Master for their form (Maille Master, Viking Weave Master, Wrapping Master, Beading Master).

Journeyman: Members who have completed 2 projects and submitted them for judging, and taught 1 class in any form. Journeymen are artisans who require additional practice and mentoring to improve the quality of their work.

Apprentice: Prospective members who have completed at least one project in one or more forms of wire art, but have not yet decided if they wish to pursue the art form. Must have attended 1 class in any form of metal weaving, and have 1 project submitted for judging.

Amendment of the Guild Charter

Should it be deemed by the Guild Members that this charter is in need of changes; Guild Masters shall convene a meeting (in person, telephone, email, chat or other methods as needed) to discuss and approve/deny the potential changes as needed. Guild Masters will notify the guild membership of their territory accordingly.