

DELEGATE

In-Game Appointment: Citizens or Fili

BACKGROUND

Delegates speak and act on behalf of the inhabitants of a town or locality and, as such, are chosen for their position by an annual popular election. Delegates represent the inhabitants of their district during diplomatic affairs involving said district, aid the Warden in tasks of upkeep of the public property (roads, crafting stations, etc.), make decisions on the district's physical growth, assist and consult with the Emerian council on local district projects, and allocate the district's funds to philanthropic, infrastructural, or emergency projects. Delegates also help to settle disagreements and disputes. For these services, delegates are paid a 2 silver per-moon stipend for the length of their term.

Elections are held at the end (final event) of each year, and all residents of the district may vote, excluding non-citizens, as they are considered visitors. Candidates who receive a majority of the votes are elected to the delegacy, with the Warden making the final decision in the event of a tie. Should any candidate or candidates run unopposed, they must still receive the majority of support from the townsfolk. Potential delegates must be in good standing with the law and remain that way throughout their term if elected.

A group of delegates is typically 3-4 in number and must have a majority of citizens. One member may be landed, but may not hold land of their own; fili can be delegates. Tiges and soldiers may also serve as delegates, as the delegates do not command the military or the landed. However, no two people associated with the same household, vassals or fili, may serve together as delegates.

In general, the assembly of delegates convenes once per moon to discuss formal requests or issues brought to their attention. Depending on the delegates' preferences, these meetings might be open to the public or not. Although citizens may approach individual delegates with questions or concerns, no delegate is allowed to act without first consulting their fellow delegates. It is not the responsibility of the delegates to solve every local issue, as lairds are expected to contribute to their community, and citizens are expected to work with their liege lairds.

MECHANICS

As a delegate, you are expected to represent the inhabitants and citizens of the town during diplomatic affairs involving said town. During an event, you must be available to help settle disagreements and disputes among non-landed citizens and will work with your fellow delegates to accomplish tasks assigned by the Warden of Foxhedge or one of the top three Ard Laird families of the city. Delegates are NOT responsible for: determining tax amounts, district defense, local military (except in cases of the 8th Omada's involvement in the construction of public works), or the actions of local lairds or residents. These are the purview of the ruling house and city council, the 8th Omada, the Ard Tigie, and the individuals, respectively.

On an OOG note: The position of delegate is important to the growth and actions of the district, and thus requires a level of commitment both in and out of the game. Any player who is elected to delegate is expected to do their best on event attendance. For the first event missed, a delegate player must name an interim delegate, someone who will serve on their behalf, and brief them on the current situation. A delegate who misses two events (except emergencies) will be replaced upon the second event for the remainder of the term, either by a runner-up to the delegate election or at the discretion of the Warden. This is done to ensure that the delegates in-game have proper support from one another. They may run again in the next election.