

VIKING AGE VESSELS
RULES OF AN EXPEDITION

October 1, 2004

1. Definitions

- 1.1. Expedition : Any VAV event where a boat is in the water is an Expedition. The Expedition shall begin when the Hersir (commander of the Expedition) calls the Muster before beginning to prepare the boat(s) and ends when the Hersir dismisses the crew.
- 1.2. Small Boat: Any boat with four or fewer oars.
- 1.3. Large Boat: Any boat with more than four oars.
- 1.4. Officer: Hersir, Styrimath, or Skipari are Expedition Officers. Expedition Officer positions may require the individual to have met certain conditions or to have attained certain rank within Viking Age Vessels. (Note: Hersir, Styrimath, or Skipari, as used in the Rules of an Expedition, does not NOT mean an officer of the Corporation.)
 - 1.4.a. Hersir: Commander of the Expedition as a whole
 - 1.4.b. Styrimath: Commander of a Large Boat
 - 1.4.c. Skipari: Commander of a Small Boat
- 1.5. Other Crew
 - 1.5.a. Stallari: A "petty officer"
 - 1.5.b. Crew: All members of Viking Age Vessels engaged in an Expedition, including Officers.

2. Expeditions

2.1. Planning

- 2.1.a. Any member may propose an Expedition as long as there is an appropriately qualified individual willing to command the Expedition.
- 2.1.b. However, the Board of Trustees (BOT) must approve the date(s) of an Expedition, the boat(s) involved, the objectives, and the commander, who is termed a *Hersir*. If the Expedition involves any Large Boats, the Hersir must hold Captain rank. Otherwise the Hersir must hold at least Mate rank.

2.1.c. The Hersir must insure that every crew member meets appropriate standards, including garb.

2.2. **Assignment of Officers**

2.2.a. The Hersir will usually be the Styrimath of a Large Boat or the Skipari of a Small Boat, but is not required to be so for the whole Expedition.

2.2.b. The Hersir shall, for each Large Boat, appoint a Styrimath, who must hold Captain rank.

2.2.c. The Hersir shall, for each Small Boat, appoint a Skipari, who must hold at least Mate rank.

2.3. **Command**

2.3.a. If the Hersir chooses not to command a boat, all authority for a boat while it is under way is delegated to the Styrimath or Skipari in charge of the boat. The Hersir may only change the Officer in charge of a boat while the boat is not under way.

2.3.b. The commander of each boat shall appoint Stallari as needed to boss work details which shall operate as units whether on land or water. Stallari need not hold rank, and shall not be considered Officers.

3. **Responsibilities**

3.1. Officers: The Hersir, the Skipari of each Small Boat, and the Styrimath of each Large Boat are responsible for the safety of the crew and boat(s), and have complete authority, including the authority to bar any person from boarding or continuing to remain on board. The Officers shall consider the condition and skill level of the crew when making decisions.

3.2. Crew: The crew shall not engage in unsafe nor illegal activities and shall follow all lawful orders of the Officers. The crew shall arrive by the designated time to inspect and maintain the boat(s) before the boats are launched. Crewmembers who do not arrive in time may be denied boarding. Each crew member shall expect to work at various tasks during the Expedition, including rowing.

4. **The Muster**

4.1. Before the boats are launched, the Hersir shall muster all hands.

4.2 The Hersir shall announce the boats, Officers, the division of the crew among the boats, the Expedition objectives, any standing orders, and the Expedition conditions, such as weather, currents, tides, and traffic.

4.3. The Hersir shall ask the crew the following:

4.3.a Do they understand that boating is a potentially dangerous activity?

4.3.b Have they read and do they understand the Rules of an Expedition?

4.3.c. Do they agree to follow all the lawful commands of the Officers.

4.3.d. Do they agree to remain after the boat(s) reach their destination to make the boat(s) shipshape, stow all gear, and load the boat(s) on the trailer(s).

4.4. Each crew member must answer affirmatively to all questions in sections IV.3.1-4 before being allowed on board.

4.5. The Hersir shall divide up the inspection and work items necessary to get the boat(s) ready among the different Details.

5. Details

5.1. The Styrimath of a Large Boat, shall divide the crew of his/her boat into two or more Details. The crew of each Small Boat shall constitute a Detail.

5.2. Each Detail shall be headed by either a Stallari, who need not hold rank, or the Officer commanding the boat. The Styrimath need not head a Detail.

5.3. The Styrimath may change the division of the crew into Details and/or the Stallari of each Detail while the boat is under way.

6. Operation of Details

6.1. The Stallaris, under the direction of the Styrimath, shall assign members of their Detail to tasks such as helmsman; stroke; control of the sheets, braces and lines; lookouts; bailing; anchor handling; and writing log entries dictated by the Officer in Command.

6.2. For long periods of rowing, the crew will normally be divided into three Details, with two Details rowing and the third handling all other tasks and resting. About every twenty minutes, the resting Detail will replace the Detail which has been rowing longer.

7. Cleanup

7.1 At the end of the Expedition, the crew shall remain to inspect and maintain the boat(s), until dismissed by the Hersir.

7.2. The Hersir shall direct the Officers to divide up the necessary work items among the different Details.

8. **Report**

The Hersir shall prepare a written report to the BOT about the accomplishment of objectives and noting all repairs that need to be performed before the next Expedition.