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# Rules for Membership at Kadanzer Weyr

*Last updated September 2005*

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*The Kadanzer Weyr is not a static organization. New members are always joining, new tools are developed for our website to enhance the membership experience, and new questions and requests for clarification of club rules and regs come up in the day-to-day pursuit of operating a very large and very active club like Kadanzer. Because of this, the club's policies are always in a case of slow evolution, as the club's management grows and changes, and as the club's management learns from past problems, successes, and mistakes. As the club grows and the needs of members change, so must the club's rules, regulations, and managerial policies.*

## Kadanzer Weyr Membership Rules:

These are the rules under which we operate here at Kadanzer Weyr; by joining the club, you agree to follow all of these rules, so please read them carefully!

- **There must be NO commercial use made of any materials pertaining to Ms. McCaffrey's works displayed on the website.** Materials may only be accessed for personal, non-commercial purposes.
- **We expect all members in this club to have read the two trilogies of Anne McCaffrey's Pern books.** If you haven't yet, please do so. These books are [Dragon Flight](#), [Dragon Quest](#), and [The White Dragon](#), and [Dragon Song](#), [Dragon Singer](#), and [Dragon Drums](#).
- **We accept the events of Pern fiction published before 1991's [All the Wevrs of Pern](#) (and part, though not all, of that book) as precedent-setting for the continuity of Kadanzer.** This includes the original two trilogies, [Moreta](#), [Dragonsdawn](#), [Renegades of Pern](#), the short story "The Smallest Dragonboy", and the novella "The Girl Who Heard Dragons". We accept some, but not all, of the information presented in [The Dragonlover's Guide to Pern](#) and [The Atlas of Pern](#). Events in later books (such as increasingly spectacular draconic and wher abilities) are not accepted as part of our club's continuity. This is simply to protect us from having to rewrite our club's "reality" every time a new Pern book is published.
- **All members are expected to familiarise themselves with the group's scenario and history before submitting stories** — this is common sense and saves a great deal of heartache, on both sides, at the editing stage. The full Handbook is available from the members' area of this website, as are character sheets and the story archives. While we don't insist that everybody try to read ten years of archive material in their first week, keeping up to date with the fictional events of the Weyr is important — you won't understand half of what goes on in the group if you don't! We recommend the [History Synopsis](#) as a quick way to get caught up, though you can only get the full experience by reading (and commenting on) the stories in the archives.
- **All members of the club are expected to read the club handbook.** This is simply common sense. Please do it. The handbook is available via our website.
- **All members of the club are strongly encouraged to read the stories printed by the club, past, present and future.** You won't understand half of what goes on if you don't, so please be prepared to do so.
- **Members are expected to be polite to one another, and to follow directions given to them by the club's Board Of Directors (BOD), the club's Persona Approval Team (PAT), and the club's Story Approval Team (SAT).**
- **All members must log into the member's area of the Kadanzer Weyr website at least once every three months.** Members who fail to stay current with the club will have their memberships revoked and all personas made into NPCs. (Adequate warning will be given to members before such drastic steps are taken.) Members are also expected to use the Message Boards and to visit them periodically, as this is where group news and information is shared.
- **We do not allow anyone younger than 15 years of age to join the club.** Kadanzer Weyr accepts and prints PG-13 material for all members to access; material rated R or NC-17 is only accessible to members at least 17 years old and will not be made publicly viewable, but adult themes are sometimes raised at RPs. If you are 14 or younger, please do not attempt to join Kadanzer Weyr. Anyone found lying about their age or using a false identity (even borrowing someone else's identity with their permission) will be immediately removed from the group. Note that aliases or handles are allowed, provided you inform the BOD of your real identity.
- **All members of the club are subscribed to the group's general email list.** Any member may post to the list provided the message is club-related. Periodically, messages will be posted to this list that require a reply from each member. We must have a valid email address for each member; if an email address stops working and no substitution is made, then the member may find their membership cancelled. Messages and warnings will be sent to the email address you have listed as your primary contact. We ask that you check this address at least once a week, unless you

have given prior notification of absence to the BOD. If the primary address returns an error, we will attempt to contact you at your secondary address (if any has been given); **if all email addresses we have for you return errors for over a week, and you have not given prior warning to the BOD, your membership may be terminated immediately.** Exceptions may be made for family emergencies, medical emergencies, natural disasters, illness, military service, etc., but you must make a good-faith effort to contact the BOD and let them know about such circumstances.

- **Kadanzer Weyr retains reprint rights to any materials submitted to the club.**
- **Plagiarism of stories or artwork is grounds for automatic membership cancellation.** This includes work from within Kadanzer, works from other groups, or commercial works.) All submissions are expected to be a member's own original work.
- **Members of Kadanzer Weyr are required to update each character they own, via the web form, at least once between November 1 and December 31 each year.** We encourage updates at any time, of course, but the year-end updates are required in order to prove that you still have an interest in the character. Characters who are not updated during this time will automatically revert to being NPCs and available for adoption.
- **Members who leave the club have two choices for each persona they created --** the character can either die (in whatever manner the member wishes), or become an NPC for adoption by a new member or future Threadfodder. The Weyr will no longer accept "character transfers away" as a method for dealing with personas of members who are leaving the club. Characters adopted (but not created) by a departing member during their time at Kadanzer always revert to being adoptable NPC's, unless the BOD agrees to their deaths. The departing member gives up all rights to characters made NPC, and even if they rejoin the club later they can only get them back if they are adoptable at that time. We will not rewrite club continuity on behalf of departing members, although we will be as accommodating as possible.



## World Rules:

While the old world rules that all fan Weyrs were expected to follow have now been relaxed, Kadanzer Weyr is still keeping many of them in order to maintain our continuity. No argument or exceptions to the following rules will be considered:

- **Dragons come in five colors: gold, bronze, brown, blue and green.** There will be no odd-coloured or otherwise "sport" dragons in our timeline -- Ruth was unique and will remain so.
- **Gold dragons Impress only to women, bronze dragons only to men.** Greens, blues and browns may Impress to either gender, although female blueriders are uncommon and female brownriders are rare. There are no restrictions regarding the sexual orientation of any dragonrider, although characters often make assumptions about certain color/gender combinations.
- **Gold flights will be won only by bronze dragons** — there are cultural taboos in place that generally stop brownriders from participating, but even those who do try will be facing inevitable disappointment.
- **Flightleaders and Wingleaders are always bronzeriders; Wingseconds may ride either bronze or brown.** There will be no green or blue Wingseconds in the fighting Wings. This is due to the naturally hardwired hierarchy of the dragons -- a bluerider, no matter how talented, will not hold a leadership position if their dragon cannot effectively command their wingmates in battle. If you want your character to hold a fighting rank, have them ride one of the larger colors.
- **While there are no longer any specific restrictions in place regarding descent from canon characters,** please bear in mind that our Pern is set some 16 generations after the events of the Ninth Pass and, given the Pernese tendency towards large families, those genes have been spread pretty thinly over the Turns. After 400 Turns, everybody on the planet would be able to claim some form of canon descent if they felt inclined to do the research, so claiming a relationship to some canonical notable will only serve to give the PAT a good laugh. (Note: we do have a handful of characters who are refugees from the Ninth Pass Southern Weyr, but they are limited in number and the majority have defined backgrounds already)
- **Benden Weyr, Ruatha Hold, and the Fort Harper Hall are no longer restricted sites** and characters may claim those places as origins. However, as we do try to keep our stories set within Kadanzer Weyr territory, and there is nothing special about Benden Weyr or Ruatha Hold in the Tenth Pass, so we would ask that people not get too excited about being able to use them! Also, please note that in our timeline the Benden dragon bloodline of the books is effectively extinct, having paid the price of a chronically inbred immune system early in the Ninth Interval. Dragons

from Benden Weyr are exactly the same as those from elsewhere in our Tenth Pass.

- **There is neither religion nor magic on Pern.** Local superstitions and folk tales may exist, but nothing more than that. All riders can "hear" their own dragons, and a very few rare individuals can hear all dragons, but ESP, telekinesis, teleportation without a dragon, heightened empathy, empathic healing, and other forms of psionic ability are not allowed.
- **The advances made by women in the Ninth Pass have been largely swept away by time and circumstance** and by our point in the timeline the situation in the Holds is analogous to that seen in Dragonflight. Arranged marriages are the norm, with any hold-bred woman left unmarried past the age of 18 regarded with suspicion, and even if a Lord's daughter is the last of her bloodline it will be her husband who runs her Hold while she takes on the traditional role of wife and mother. The Crafts are much the same, with female apprentices being accepted in only some of the Halls and female journeymen being considered rare and female masters even more so. Only within the Weyrs do women really experience equality with men.
- **Watchwhers are not companion animals** -- they are large and semi-sentient carnivores bred by the Minecraft for work in the pits and often used as Hold guardbeasts. Wild whers are a separate species found on the Southern Continent and are highly dangerous creatures that cannot be trained to coexist with humans or livestock.



## Basic & Advanced Membership:

- **Anyone at least 15 years of age who wishes to join Kadanzer Weyr is welcome to do so as a basic member.** A basic membership grants unlimited access to all our 'zine material (except R and NC-17 material if the member is under age 17). Basic members can lurk for as long as they want, provided they keep their email address current and they log in at least once every three months. Basic members may also adopt any Non-Persona Character (NPC).
- **For those who want to take an active role in the club, there is advanced membership.** To reach this level, a basic member must have been in the club for at least a month, and submit a story, a handbook article, or four pieces of art. In special cases, the BOD may waive the one-month membership requirement if a member has completed all the other requirements.
- **Advanced members may create characters of their own, subject to the PAT review process of course.** Once advanced membership is earned, it remains as long as the member fulfills the basic requirements of quarterly website logins and maintaining a valid email address. Certain ranking characters have annual support requirements (generally one story, one article, or four pieces of art) but if these are not fulfilled, only the character itself will be lost; the member retains advanced status. Advanced members who leave the club and return may be granted advanced status immediately upon their return if the BOD permits.



## Ranking Persona Ownership Requirements:

The following annual submissions are required for the following ranking persona types. We use the term "major submission" in regards to ranking persona requirements. A major submission means one or more of the following, and text submissions should involve your ranking persona in some fashion:

- One story, at least 2,500 words in length.
- One handbook article, at least 2,500 words in length.
- Four points worth of art, in any combination of sketch, finished art, or showcase effort (see below for definitions).

Goldriders and the Weyrleader require two major submissions per year; of those two major submissions, at least one must be a story. If both are stories, at least one story must be a collaboration effort with other writers, and the goldrider/Weyrleader's owner must be shouldering their full share of the effort.

### Weyrleader:

➤ Must submit at least TWO major submissions year, one of which must be a story being at least 2,500 words in length, which features the Weyrleader. The required story can be collaborative effort, provided that the Weyrleader's owner has shouldered at least half of the story-writing burden.

➤ Must be willing to allow your persona to be used by other members. You will have final approval on how your persona is used, of course; however, story approval requests MUST be answered within two weeks, or approval is granted by default.

**Weyrwoman:**

➤ Must submit at least TWO major submissions year, one of which must be a story being at least 2,500 words in length, which features the Weyrwoman. The required story can be collaborative effort, provided that the Weyrwoman's owner has shouldered at least half of the story-writing burden.

➤ Must be willing to allow your persona to be used by other members. You will have final approval on how your persona is used, of course; however, story approval requests MUST be answered within two weeks, or approval is granted by default.

**Junior Goldrider:**

➤ Must submit at least TWO major submissions year, one of which must be a story being at least 2,500 words in length, which features the junior goldrider. The required story can be collaborative effort, provided that the junior goldrider's owner has shouldered at least half of the story-writing burden.

➤ Must be willing to allow your persona to be used by other members. You will have final approval on how your persona is used, of course.

**Wingleader or Weyrlingmaster:**

➤ Must submit at least ONE major submission per year; mystery art is not applicable.

➤ If a wingleader, must be a bronzerider.

➤ Must be willing to allow your persona to be used by other members. You will have final approval on how your persona is used, of course.

**Lord Holder:**

➤ Update your Hold Summary (or create one if needed) at least once per year.

➤ Submit at least ONE major submission a year; mystery art is not applicable.

➤ Must be willing to allow your persona to be used by other members. You will have final approval on how your persona is used, of course.

**Mastercraftsman:**

➤ Develop a detailed Craft Summary if one does not already exist, or update it if it does (and at least once per year thereafter).

➤ Submit at least ONE major submission a year; ; mystery art is not applicable.

➤ Must be willing to allow your persona to be used by other members. You will have final approval on how your persona is used, of course.

**Craftmaster or Weyrcrafter (the Weyrcrafter being an individual in charge of a craft's operations at the Weyr):**

➤ Submit ONE major submission a year; mystery art is applicable.

➤ Must be willing to allow your persona to be used by other members. You will have final approval on how your persona is used, of course.

**Bronzeriders/Female Brownriders:**

➤ While not always ranking personas per se, all bronzeriders and all female brownriders are nonetheless personas that MUST be supported. We require at least ONE major submission a year concerning your bronzerider or female brownrider. Mystery art is applicable.

**Earning weyrling bronzeriders/female brownriders:**

➤ All weyrling bronzeriders or weyrling female brownriders must be earned prior to a hatching, through the submission of a candidate-related major submission. (This major submission will also be applied toward that ranking persona's annual ranking requirements.) In addition, newly created characters must have received PAT approval prior to the hatching.

Members have a full calendar year to support their ranking personas, and it is the responsibility of the members to see the requirements fulfilled. Ranking personas who have not been supported during a calendar year will be considered forfeit after January 1 of the following year. This holds true for ALL ranking personas. Members may adopt back their ranking personas after that point, upon the judgment of the club's BOD. Ranking personas who come into a member's ownership after October 1, through hatching, adoption, or creation, are exempt from that calendar year's upkeep.

Mystery art can be used to meet the annual requirements for non-ranking bronzeriders, female brownriders, Weyrcrafters, and general craftmaster personas. It cannot be used to earn Weyrleaders, Weyrwomen, junior goldriders, Mastercrafters, Lord Holders, or wingleader personas.



## EARNING A GOLDRIDER AT KADANZER

We consider a gold dragon to be more just a reward, but a further writing challenge. By earning a gold for one of their characters, a member commits to support that character for some time to come, and to keep her a visible personality in the fictional Kadanzer community. They commit to being an active participant in the creative life of the club, both while in the process of earning a gold and after they have succeeded; this includes a willingness to collaborate with other members. For this reason, we have set up standards to ensure that golds are only given to members with a proven record of activity and cooperation.

In order to be considered for an offer of a gold dragon at Kadanzer Weyr, a member must meet the following requirements:

- **Earn more than fifty rank points with finalized story submissions, among all their characters.** Of these points, at least twenty must be earned in collaborative stories. While art, article, and poetry submissions are sufficient for support of most ranking characters, we do not count them towards the minimum total for a gold; goldrider characters are expected to be highly visible in storylines, so writing is what we require to earn them. However, we cannot stress enough that meeting this point total is not enough by itself to earn a gold; the member must also meet the other requirements.
- **Serve for four months or more as an active participant in club management.** This could mean carrying out volunteer projects, serving on the SAT or PAT, taking responsibility for a weyring class, actively running RP events, recruiting new members, or other activities that show both initiative and a solid understanding of Kadanzer's setting and logic, as well as helping to keep the club healthy and active. This requirement will be judged by the results produced, not just length of service. Members should not wait to be invited to do something, but look for places where they can help and contact the BOD about them (and if the BOD doesn't accept their first offer, members should not take it personally, but just look for something else to offer.)
- **Have well-developed characters who are involved in ongoing storylines with characters of other members.** A member should take the initiative in collaborative efforts, coming up with ideas and recruiting others to participate in stories and roleplaying. The member must show that they can work with others in a positive manner, and share both the work and the credit. If at all possible, a Kadanzer-Impressed goldrider character should not just appear out of nowhere, but be involved with other characters in ongoing storylines before she gets her gold. No matter what, if a member wants a gold for a specific character, that character must have future storylines planned out for her after she gets her gold, as well as for while she is waiting for it.
- **Follow the club rules and generally be a good citizen of Kadanzer Weyr.** This means participating on the messageboards and in the chatroom, leaving story ratings and substantive comments on a regular basis, and being responsive when asked for character approvals. The member must adequately support and update all their characters, especially including those with annual requirements. Maintaining ranking characters with more than the minimum required amount of support will be considered a good sign of fitness to have a gold. (And remember, points from stories written to support other characters also count towards earning gold!)

All members who have clearly met all the above requirements will be eligible for a gold offer. (Note that the same requirements also apply for owning the Weyrleader.) However, because of Kadanzer's commitment to continuity and realism, a gold may not be offered as soon as someone becomes eligible; it will happen when it makes sense within the fictional reality of the Weyr. Furthermore, not all gold offers will be for hatchlings; at times, an existing NPC might be offered for adoption, or request made for a mature goldrider character to transfer in from another Weyr. If a member chooses not to accept an offer, they remain eligible for the next offer, but the BOD reserves the right to make the rejected offer available to other eligible members. Finally, be advised that there are a finite number of gold slots available; only a certain number of laying queens can live at the same Weyr. If all the slots become full, members eligible for a gold must wait until a slot opens up in some manner.

Members eligible for a gold must continue to meet the requirements in order to continue their eligibility. Though the length of time since fulfilling the initial requirements is a factor, it is less important than level of activity when an offer is being made. For example, someone who has been eligible for only a few months but has maintained a high level of activity the whole time will probably be offered a gold before someone who has been eligible for over a year but shown markedly lower levels of activity. In other words, nobody will get a gold because it is "their turn", but because they have shown themselves the most qualified and energetic.

Anyone wanting to earn a gold dragon at Kadanzer Weyr should think carefully about whether they are up to the ongoing challenge this entails. We advise talking to owners of current goldrider personas about the benefits and drawbacks of owning such a highly visible character, of which so much is expected. Members are also strongly advised to talk to the BOD about what is expected of an owner of a goldrider persona, and what the group's needs are for goldrider characters, rather than developing a potential goldrider character in isolation.



## Firelizard Ownership

Firelizards are considered rare on the Pern of Kadanzer. As a result, a member can have a green, blue, brown, or bronze firelizard for his or her persona only if they are willing to create a submission with which to earn that firelizard. A single piece of artwork, a poem, an article, a story, or other types of submissions will be considered enough to earn that firelizard egg. A single member can have up to five firelizards, spread out among their personas as they desire (although more than two firelizards per single character is considered excessive). A member may only have one gold firelizard at a time, in the possession of their persona of choice.

Gold firelizards are reserved to be given to members as rewards for their activity in the club. The following are what members need to do in order to earn a gold firelizard.

- Member must have been with the club for at least 6 months
- Member must have submitted at least 50 points of material (stories, art, poetry, etc.)



# Kadanzer Weyr

Alternate Tenth Pass *Dragonriders of Pern*® Fanclub

[www.kadanzer.org](http://www.kadanzer.org)