

## CLAN STRUCTURE

Clan systems today are very different from the practices of Scotland's Highlanders and Islanders of the Middle Ages. While those venerable constructs are quite interesting and historically significant to the development of Scotland, it doesn't help us much today as we look forward to a time when we kinsmen will have a Chief for the Name of Baird. So for the purposes of contemporary accuracy, we will not lament the evolutionary restructuring of clan systems, but instead, embrace the current legally regulated laws that are administered and controlled by Scotland's Court of the Lord Lyon.

### Organisational Charts

#### Clan with a Chief

##### **Court of the Lord Lyon**

The standing court of law which regulates heraldry in Scotland. The Lyon Court maintains the register of grants of arms known as the Public Register of All Arms and Bearings in Scotland, as well as records of genealogies.

##### **Chief**

Establishes a clan as a community, distinguished by heraldry and recognised by the Sovereign as a noble incorporation.

Tenure: lifetime/heritable

Duties: Unite & lead all Bairds

##### **Lieutenants**

Appointed by Chief

Duties: As defined by Chief

##### **Heads of Houses, Branches & Armigers**

##### **Clanspeople**

##### **Organisations**

Created to serve Clanspeople & may be sanctioned by the Chief

#### Clan without a Chief

##### **Court of the Lord Lyon**

The standing court of law which regulates heraldry in Scotland. The Lyon Court maintains the register of grants of arms known as the Public Register of All Arms and Bearings in Scotland, as well as records of genealogies.

##### **Commander**

Tenure: 5 years/or until a Chiefship is granted

Duties: Unite the Family ; Search for the rightful heir to the Chiefship & support his/her Petition

##### **Clanspeople**

##### **Organisations**

Created to serve Clanspeople