



Talk Like a Pirate Day Call for the Aargh-ders of the Day!

September 19, 2025

The Pirate's Code of Order



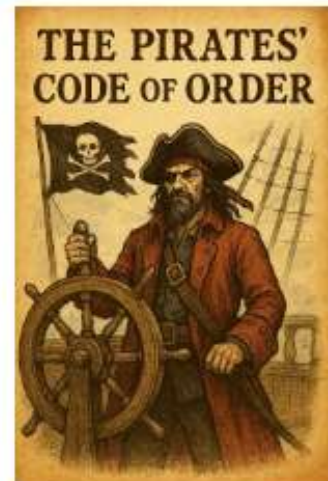
On "Talk Like a Pirate Day," let's turn our thoughts to how rogues, cutthroats, and seafarin' souls conduct their business with the discipline of a parliament and the spirit of the sea.

The Pirates' Code of Order

Where rogues, cutthroats, and seafarin' souls conduct their business with the discipline of a parliament and the spirit of the sea.

Preamble

A ship without order drifts to ruin. To keep quarrels from turning bloody and fortunes from slipping through our fingers, we, the brethren of the sea, do bind ourselves to this Code of Order. Herein be told how decisions are made, disputes settled, and booty shared—by the voice of the crew, not by the tyranny of one.



Article I – The Gathering of the Crew

- **Quorum (Hands on Deck):** No business may be done unless a fair share of the crew (half or more) be present.
- **Agenda (The Captain's Chart):** Matters of plunder, discipline, and ship's repair shall be set in proper order before debate begins.
- **Chair (The Helm):** The captain or the quartermaster shall preside, guidin' the meetin' as one steers a ship through storm.

Article II – On Motions and Proposals

- **Main Motion (Hoisting a Proposal):** Any pirate may move a course of action, such as attackin' a ship or splittin' treasure.
- **Second (Another Aye):** No motion shall be considered unless another mate shows interest.
- **Amendment (Patch the Sail):** Proposals may be altered by addin', strikin', or replacin' words.
- **Subsidiary Motions (Helper Motions):** The crew may choose to postpone, refer, or otherwise shape the main course.
- **Privileged Motions (Urgent Matters):** Issues like adjournin' the meetin' or callin' for food or safety take precedence over all else.
- **Incidental Motions (Cryin' Foul):** Any breach of the Code may be challenged at once by a **Point of Order**.



Article III – On Debate and Decision

- **Debate (The Crew Jawin'):** All may speak in turn, through the chair, without insultin' or threatenin' another.
- **Appeal (Challenge the Helm):** If a pirate disputes the chair's ruling, the crew decides by vote.
- **Unanimous Consent (Silence Means Aye):** If none object, a matter may be agreed without delay.
- **Vote (Cast Yer Lot):** Decisions be made by majority, unless the Code demands a **two-thirds vote**—such as silencin' debate or strippin' a man of his rum.

Article IV – On Record and Closure

- **Minutes (The Ship's Log):** The quartermaster or clerk shall record only what was decided, not the quarrels nor the curses.
- **Adjourn (Droppin' Anchor):** When business be done, the chair shall declare the meetin' ended, and all return to their duty.



Article V – Enforcement and Articles of the Sea



These rules walk hand in hand with our Pirate Articles, as once penned by Black Bart Roberts and others:

- *“Every man has a vote in affairs of moment.”*
- *“Every man shall be called fairly in turn to board prizes.”*
- *“If any man steal from the company, he shall suffer death or marooning.”*
- *“No quarrels shall be brought aboard; disputes to be settled by the crew.”*

Thus do we combine the wisdom of parliaments ashore with the customs of pirates at sea, ensuring fair plunder, fair discipline, and fair say for every hand aboard.