

Master take worke but att reasonable rates the Master to live Honestly and to pay his Fellowes truly as the Manner is Also that no Master or Fellow shall supplant other of their worke (that is to say if he have taken worke or stand Master of the Lords Worke he shall not put him out if he be able in cunninge to end the same, Also that no Master or Fellow take an Apprentice for lesse Terme than Seaven yeares, and that the App'tice be able of his Birth and of his Limbs as he ought to be and also that no Master Fellow take no allowance to be made Mason without the Assent of his Fellowes att the least 6 or 7 And that he that shall be bound and made Mason be and able ouer shires (viz^t) that he be free borne and of good Kinred and no Bondman and that he have his right Limbs as a man ought to have And that no Worke be put in trust with any that vse to take Journey and that no Mason give pay to his Fellowes but as they do serve, And that no Fellow slander an other falsly to the losse of his good name, and that noe ungodlie answer be made to any within the Lodge or without and every Mason shall prefer his Elder, before him, and that none shall play att Hazard nor any other play whereby they may be Slandered And that no Mason shall be Comon Ribald in Lecherie, And that no fellow goe into the Towne on the night without a fellow that may bear him Witnesse that he was in an Honest place And that every Master and Fellow come to there Assembly if it be within 50.^{tie} miles if he have any warneinge and Stand there at the reward of Master and Fellowes, and that every Master and Fellow if he have Trespassed should stand att the reward of Masters and Fellowes to make them accord if they may and if not then goe to the Comon Law And that noe Mason make Moulds square nor rule to any Ruell Lyers And that no Mason sett Liver within a Lodge nor without to Heir moldstones with noe mold of his Owne makeinge, And that Strange Fellowes should be Cherished when they come Over the country and sett them on Worke as the Manner is (that is to say) if he have moldstones in place he shall sett him a Forthnight att the least on Worke and give him his hire, And if there be no stones for him he shall refresh him with money to bring him to the next Lodge, and also ye and every Mason shall serve truly the Workers and truly make an end of your Worke be it Taske or Journey if yo^w. may have your pay as yo^w. ought to have.

These Charges that we have received & all other that belong to Masonry yo^w. shall Keepe so help yo^w. God and Holido me, and by this Book to your power. Finis.

THE SEVEN MASONIC LOCALITIES OF THE HOLY LAND.—I. *Tyre*.—Out of Tyre, which was then the Queen of the world in commerce and the arts, went forth Hiram, the Pillar of Strength, and that other Hiram, the Artificer, the Pillar of Beauty. To Tyre were sent King Solomon's messages, with their notification of the royal purpose to build a temple, and soliciting cedars and workmen for the undertaking. Tyre was the capital of the Phœnician Empire, known and felt in every part of the civilized world. Therefore Tyre is, beyond controversy, entitled to the first rank as a Masonic locality. II. *Gebal*.—Out of Gebal, then the school of the most renowned artificers, and the seat of the most widely-extended Masonic mysteries of the ancient world, went a band of skilled artists, styled "The Giblites, or Stone-squarers," whose fidelity, experience, skill, and all artistic acquirements, are commemorated in Masonic traditions, particularly in those of the Past Master, the Select Master, etc., as well as in many a structure whose ruins yet excite astonishment and awe. Therefore Gebal is justly entitled to the name of Masonic locality. III. *Mount Lebanon*.—Out of these noble heights went the precious cedars used in the construction of the Temple; materials whose costliness and durability are commemorated in many a Masonic legend. Therefore Lebanon is justly entitled a Masonic locality. IV. *Masonic Bay* (near Beyrout).—Out of this beautiful crescent, carved from the roots of Mount Lebanon by