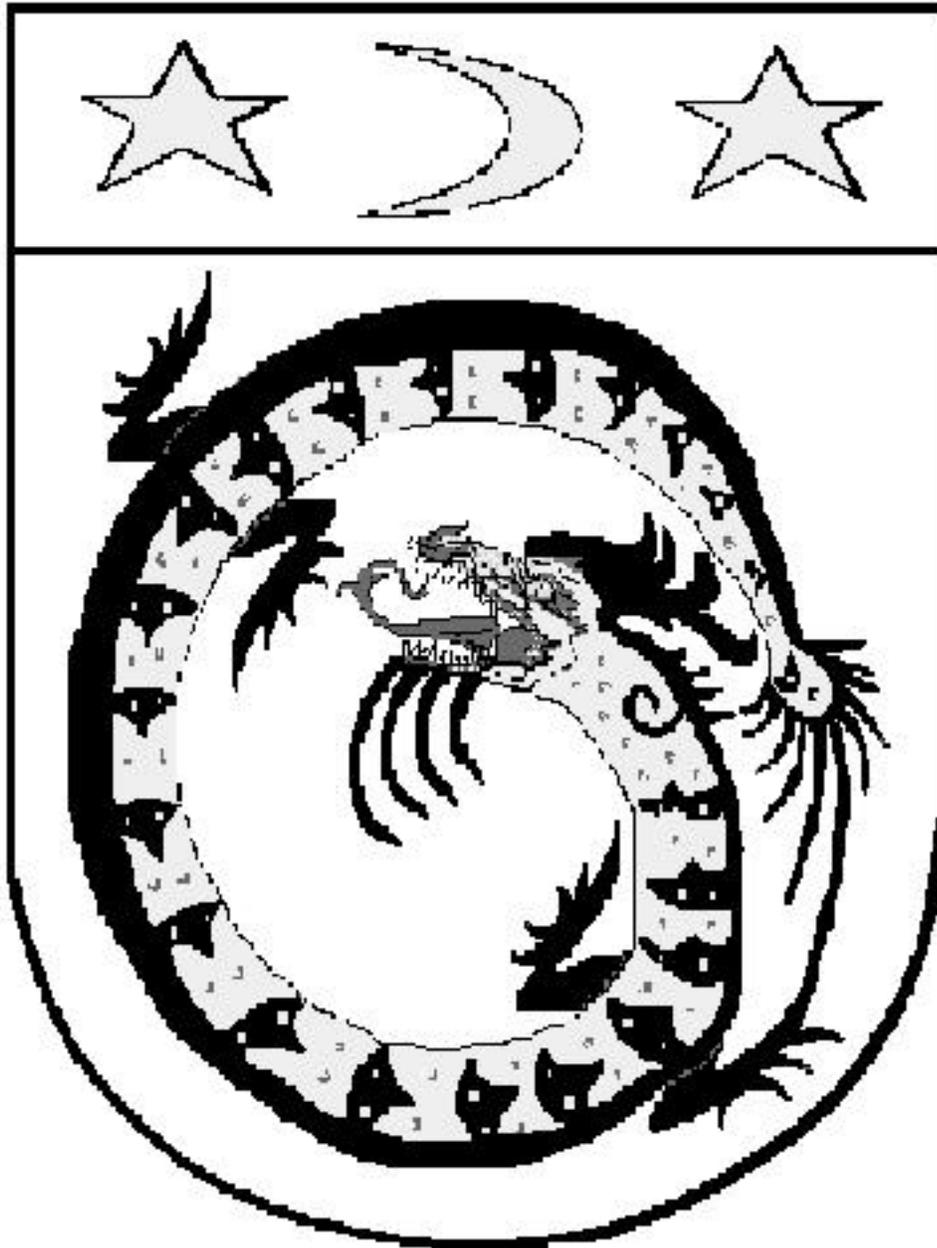


Amtgard,
The Celestial Kingdom, inc.
Corpora of Laws



And
Protocols

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Bylaws

1 Offices Of The Kingdom

1.1 Monarch (King or Queen)

1.1.1. General Information/Qualification of Office:

- 1.1.1.1 Must be 18 years of age or older and must have a working telephone at the time of election.
- 1.1.1.2 The Monarch will be elected by simple plurality from those previously self-declared candidates meeting score and entry requirements previously determined by the Tourney's Autocrat.
- 1.1.1.3 The duly-elected Monarch shall hold the throne for six months.
- 1.1.1.4 No Monarch may hold the throne for more than two consecutive terms.
- 1.1.1.5 The Monarch shall forfeit the throne if he/she misses more than four weeks in a row or twelve weeks total (Exception: special situations will be taken into consideration by an Allthing).

1.1.2. Responsibilities

- 1.1.2.1 Will be the Chief Executive Officer for the Kingdom
- 1.1.2.2 Will schedule and preside over a meeting of provincial leaders to bestow and schedule Corpora required and other Kingdom level events.
- 1.1.2.3 Shall ensure the publication of a calendar of all kingdom events for his reign within 30 days after coronation.
- 1.1.2.4 Shall preside over and conduct all kingdom level ceremonies and functions.
- 1.1.2.5 Shall solicit a list from provincial leaders of proposed recipients of kingdom level awards not less than 30 nor more than 60 days prior to midreign or coronation.
- 1.1.2.6 May, at his discretion, grant additional sign-in credits for events.
- 1.1.2.7 Will have the power to break ties at the Allthings.
- 1.1.2.8 Shall hold an automatic seat on the B.O.D. during his/her term.
- 1.1.2.9 May award the following honors:
 - The monarch may give these honors or awards to anyone he/she chooses, but by courtesy, the Monarch should not give Knighthoods or other high level awards to members of other kingdoms.
- 1.1.2.9.1 Titles of Nobility
 - Granted by patent (discretion of the Monarch): Viscount, Baronet, Lord (lesser title)
 - Earned by tenure (for a specific service listed in this Corpora): Duke, Count, Baron, Marquis, Defender (lesser title)
- 1.1.2.9.2 Peerage - the four orders of knighthood:
 - Crown - for service in the club's highest offices
 - Flame - for excellence in service
 - Serpent - for excellence in the arts and/or sciences
 - Sword - for excellence in combat
- 1.1.2.9.3 The following orders: Dragon, Flame, Griffon, Hydra, Jovious, Lion, Mask, Owl, Rose, Walker of the Middle, Warrior, Zodiac
- 1.1.2.9.4 Titles of Masterhood for the service guilds (by tenure): Garber, Reeve, Smith
- 1.1.2.9.5 Titles of Masterhood for the orders (by tenure): Dragon, Lion/Griffon, Owl, Rose, Warrior (Warlord)
- 1.1.2.9.6 Garber and Smith credits

1.1.2.9.7 Titles of Masterhood (in conjunction with the Prime Minister and class Guildmaster) for the fighting guilds.

1.1.2.9.8 May create new honors, awards, and titles.

1.1.3 Benefits

1.1.3.1 Is not required to pay any fees during his/her term.

1.1.3.2 Will be eligible for these titles after his/her term is over:

1.1.3.2.1 Knight of the Crown

1.1.3.2.2 Duke/Duchess (or equivalent)

1.2 Regent

1.2.1 General Information/Qualifications of Office

1.2.1.1 Every Monarch must have a Regent.

1.2.1.2 The Regent will be elected by simple plurality from those previously self-declared candidates meeting score and entry requirements previously determined by the Tournay's autocrat.

1.2.1.3 The term of the Regent shall parallel that of the Monarch with whom they are elected.

1.2.1.4 Shall not miss four weeks in a row or more than twelve weeks total else a new Regent must be chosen (Exception: special situations will be taken into consideration by an Allthing).

1.2.1.5 Must be 18 years of age or older.

1.2.2 Responsibilities

1.2.2.1 Shall be responsible for the next Crown Coronation feast.

1.2.2.2 Shall head and be responsible for the Guilds of Arts and Sciences.

1.2.2.3 May bestow the following orders: Dragon, Lion, Owl, Rose, Garber Credits

1.2.2.4 May create new honors and awards in keeping with her/his duties.

1.2.2.5 Shall become the Pro-Tem Monarch if the present Monarch should become unable to fulfill his/her duties before the end of his/her term. A confirmation election shall be held no later than one month from the point he/she assumes the position of Monarch to confirm this position. If he/she is not confirmed, the position will be filled by open election (provided this does not conflict with the normal succession timetables)

1.2.2.6 Shall work with the Monarch to solicit a list of proposed recipients for appropriate awards.

1.2.2.7 Shall be responsible for fostering the growth of arts and sciences within the Kingdom.

1.2.3 Benefits

1.2.3.1 Is not required to pay any fees during his/her term.

1.2.3.2 Will be eligible for the title of Count(ess), or equivalent, after completion of his/her term.

1.3 Prime Minister

1.3.1 General Information/Qualifications for Office

1.3.1.1 Must be 18 years of age or older.

1.3.1.2 The election for Prime Minister shall take place at Kingdom Midreign. The winner will hold this office for the next six months.

1.3.1.3 Must pass a Corpora test administered by the Kingdom Guildmaster of Reeves with a score of 70% or better

1.3.1.4 Must have a working telephone at the time of election and have access to a computer to update/maintain the Kingdom records.

1.3.2 Responsibilities of Office

- 1.3.2.1 Shall assist the Kingdom Club Treasurer in the collection and accounting/handling of Kingdom club funds.
- 1.3.2.2 Maintain accurate records on the contributing, awards and attendance status of all Kingdom's populace.
- 1.3.2.3 Is responsible for providing rulebooks and newsletters to Kingdom contributing members.
- 1.3.2.4 Shall not miss four weeks in a row or more than twelve weeks total else a new Prime Minister must be elected (Exception: special situations will be taken into consideration by an Allthing).
- 1.3.2.5 Shall hold an automatic seat on the B.O.D. during his/her term.
- 1.3.2.6 Shall publish a newsletter at least once every two months with full disclosure of Kingdom financial transactions at least once per term.
- 1.3.2.7 Shall provide, on demand, full financial disclosure to the Monarch, BOD or at an Allthing.

1.3.3 Benefits of Office

- 1.3.3.1 The Prime Minister is not required to pay any dues to maintain membership status during his/her term.
- 1.3.3.2 Will be eligible for the title of Baron(ess) upon completion of his/her term.

1.4 Champion of the Realm

1.4.1 General Information/Qualifications of Office

- 1.4.1.1 The Champion will have scored highest (among previously self-declared candidates) in the War section of the Crown Qualifications Tourney and will have met score and entry requirements for Champion as previously determined by the autocrat.

1.4.2 Responsibilities of Office

- 1.4.2.1 Shall maintain a lost and found for the Kingdom.
- 1.4.2.2 Shall be responsible for ensuring that all weapons and armor have been checked for safety and legality. Has the authority to remove from the field any weapons or armor that he/she deems unsafe.
- 1.4.2.3 Shall be responsible for organizing battlegames at Kingdom level events when there are no pre-determined scenarios scheduled.
- 1.4.2.4 Shall be the defender of the Crown.
- 1.4.2.5 Shall not miss more than four weeks in a row or twelve weeks total else a new Champion must be found.

1.4.3 Benefits of Service

- 1.4.3.1 Will be eligible for the title of Defender after completion of his/her term.

1.5 Scribe

- 1.5.1 Appointment and dismissal are the Monarch's option.
- 1.5.2 Shall work with the Prime Minister to ensure that a club newsletter is printed at least once every two months.
- 1.5.3 Print any fliers, letters, or other news of the Crown.
- 1.5.4 Work with the Monarch and Prime Minister to maintain a calendar of events.
- 1.5.5 Shall keep the minutes at all Kingdom meetings and Allthings.

1.6 Guildmaster of Reeves

- 1.6.1 Shall be elected at coronation by members of the guild from among their ranks of the Reeves guild.
- 1.6.2 Shall work with the Monarch, Prime Minister and Provincial Leaders to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.
- 1.6.3 Shall work with the Champion in checking armor and weapons for safety and legality
- 1.6.4 Must make sure that there is an appropriate number of reeves at any Kingdom event, and ensure that the conduct of reeves is competent and fair.
- 1.6.5 Shall have the right and responsibility to make rules interpretations where the rules of play are ambiguous or unsafe.
- 1.6.6 Shall administer a Reeves test every six months at Crown Qualifications. Responsible for providing Kingdom level Reeves Tests to provincial groups upon request.
- 1.6.7 Dismissal is by the decision of the Monarch and Prime Minister.
- 1.6.8 May enforce a warning, a bout forfeiture, tourney disqualification, or removal from battlegame, for particularly troublesome or unsportsmanlike conduct at any event.

1.7 Captain of the King's Guard

- 1.7.1 Appointment and dismissal are the Monarch's option.
- 1.7.2 Shall be in charge of security (persona and mundane) at all Amtgard related events.
- 1.7.3 Shall ensure that the Monarch and Regent are properly escorted.
- 1.7.4 Will share duties with the Champion in carrying out Crown policies.
- 1.7.5 Responsible for safe storage, handling and use of security related property owned by the Kingdom.

1.8 Board of Directors (B.O.D.)

The Board of Directors serves as the business management of the organization and will maintain and operate as the corporate offices of the organization, responsible for insuring that the organization is operated according to the laws of the U.S. and State of Texas, responsible for the accounting for Kingdom funds, and shall serve as the authority in any matters involving the club and individuals or organizations outside the club with whom the Kingdom may wish to conduct business.

- 1.8.1 Must be 18 years of age or older and have participated in the club for a minimum of two years.
- 1.8.2 The B.O.D. consists of seven members. Five club members shall be chosen by open ballot to serve a term one year.
 - 1.8.2.1 Two elections will be held per year. These elections shall be run by the Prime Minister or by the outgoing Monarch. Two positions will be elected in the Spring and three in the fall. If a current BOD member is elected to a position which disqualifies him/her from being a BOD member then an emergency election must be held within thirty days.
 - 1.8.2.2 The Monarch and Prime Minister will hold seats on the B.O.D. during their terms in office.
- 1.8.3 The B.O.D. will have no power to change, alter, or otherwise affect the rulebook or Corpora without direct Allthing approval.
- 1.8.4 The members of the B.O.D. will work with the Monarch and Prime Minister in areas where the club has dealings with various governmental agencies, institutions and/or laws.
 - 1.8.4.1 Only members of the B.O.D. can enter into legally binding agreements on behalf of the Kingdom.
 - 1.8.4.2 The B.O.D. will send one or more representatives to review any legally binding documents. Should such a document be signed on behalf of the Kingdom or any of it's constituents, a B.O.D. member's signature must appear on that document.
- 1.8.5 The B.O.D. has no status in the order of precedence or jurisdiction over internal club functions.
- 1.8.6 The B.O.D. shall meet to discuss business not less than once every three months.

- 1.8.7 All BOD meetings are open, unless declared closed by vote of the BOD. Even at a an open meeting the BOD reserves the right to allow or disallow non-BOD members to speak
- 1.8.8 The B.O.D. shall choose the following corporate officers (assignments within the B.O.D. will be determined by a simple plurality within the B.O.D. as necessary):
 - 1.8.8.1 Membership officer - responsible for maintaining a mailing address for the Amtgard corporation. Will work with the treasurer under the authority of the B.O.D. to handle all corporate business with all government agencies and organizations. Shall list the minutes of all B.O.D. meetings.
 - 1.8.8.2 Treasurer (and designated agent) - shall maintain an accurate record of all corporate income and expenditures, specifically in the case of government audits or tax purposes. Will work closely with the Prime Minister in these areas.
 - 1.8.8.3 Secretary - will be responsible for keeping the minutes of each B.O.D. meeting and will make these minutes available to the Prime Minister for publication.
- 1.8.9 The populace will elect 2 members of the Board of Directors to represent our Kingdom as members of the Inter-Kingdom Board of Directors. These elections will occur simultaneously with the kingdom Board of Directors election, one per election.

2 Allthing

Amtgard is a democratic organization in the true sense of the word. The Allthing is the meeting of members to approve addenda to the rules of play, and ratify any actions taken by the officers or Board of Directors not specifically granted to them in the Corpora.

2.1 Allthing Scheduling

An Allthing shall be scheduled at each coronation and midreign and at such time as may be necessary. If scheduled at other than coronation or midreign, at least 3 weeks written notice shall be given to each provincial ruler and provincial record keeper. Such notice shall be written and shall be acknowledged in writing by the recipient (certified mail/return receipt is sufficient to meet this requirement).

2.2 Allthing Policies

- 2.2.1 Anyone may attend, yet only contributing members may vote.
- 2.2.2 Allthing rules of order are set down by the Crown. The champion is responsible for their enforcement.
- 2.2.3 A quorum consists of ten members from each Duchy and five members from each Barony. If this standard is not met, two-thirds of the kingdom contributing membership will suffice.

2.3 Allthing Responsibilities

- 2.3.1 Discuss and enact rules clarifications and supplements.
- 2.3.2 Revise and update the Corpora
- 2.3.3 Discuss and vote on major expenditures of the club treasury
- 2.3.4 Discuss the future of the Kingdom and its priorities
- 2.3.5 Deliberate on and ratify/reject proposals presented by the B.O.D.

2.4 Allthing Proposals

- 2.4.1 No proposal shall be voted upon by any Allthing unless it has first been distributed in writing to all voting provinces of the Celestial Kingdom at least 30 days before the allthing at which it is to be voted on. A proposal may be introduced and discussed, but the only action that may be taken is to table for future consideration.
- 2.4.2 It shall be the responsibility of the author/submitter of a proposal to deliver it to the Prime Minister at least 45 days before the allthing it is to be voted on. All proposals are required to include the name and provinces of the person(s) submitting the proposal.
- 2.4.3 It shall be the Responsibility of the Prime Minister to publish and distribute all proposals to the voting provinces to be voted on at least 30 days before the althing.

- 2.4.4 A motion to suspend the rule to allow voting on an unpublished proposal shall require the approval of at least 3/4 (three-fourths) of the contributing members present.

3 Kingdom Qualifications Tourney

3.1 Scheduling

The Crown Tourney be held every six months, one or two weeks prior to Coronation.

3.2 Tourney Autocrat

Will be the responsibility of the highest club officer (excluding the Prime Minister) not running for a court position.

3.3 Entry Criteria

- 3.3.1 Anyone may enter Crown Qualifications events.
- 3.3.2 Crown contestants will be required to enter a minimum specified number of Crown Qualification events.
- 3.3.3 Crown contestants must pass the Reeves with a minimum score of 75% and Corpora test with a minimum score of 70%.
- 3.3.4 More specific rules for these qualifications will be published by the autocrat at least six weeks prior to the date set for Crown Qualifications.
- 3.3.5 Multiple entries are allowed in a contest, but a single entry may not be entered in more than one contest.
- 3.3.6 Typical cultural skill contests include: flat art, 3-D art, heraldry test, Reeves test, singing, instrumental music, cooking, fiction or non-fiction writing, poetry/prose, song writing, weapon and shield construction, passive construction, active construction, court garb, fighting garb, etc.

3.4 Kingdom Elections

- 3.4.1 Shall be conducted by the Prime Minister, with the exception the Prime Minister election which will be conducted by the Guildmaster of Reeves.
- 3.4.2 The winner of any election requires a simple plurality vote (more votes than any other candidate).
- 3.4.3 To vote in a kingdom election he/she must have been a member of the populace for at least six months (based on waiver date, in case there is a question), contributing member and at least 14 years of age at the time of the election.
- 3.4.4 The Monarch shall break any tie votes in a kingdom election.
- 3.4.5 Proxy Voting
 - 3.4.5.1 Two Kingdom representatives, from other provinces, will be present at each province one week before the election.
 - 3.4.5.1.1 The representatives will work with the provincial ruler and records keeper to ensure that only eligible members are allowed to vote and that a triplicate record is made of those who voted and of any dues received.
 - 3.4.5.2 Each ballot will be signed for by the individual voting, after the ballot has been validated by the kingdom representatives and the local records keeper, the voter will mark his/her ballot in private and place it in the ballot box.
 - 3.4.5.2.1 If the person is not a resident of that province they are required to print their name on the back of the ballot before voting.
 - 3.4.5.2.2 At the close of voting, all ballots, money received and 1 copy of the record of those that voted are placed inside the envelope.
 - 3.4.5.2.3 The envelope is then sealed and signed across the flap by the provincial ruler, records keeper, and the two kingdom representatives.

- 3.4.5.2.4 The second copy of the voter list will be give to the Prime Minister to compile a master list of those eligible to vote and that have not already voted.
- 3.4.5.2.5 The remaining copy is given to the provincial records keeper.
- 3.4.5.3 On the day of the election when the voting is complete the sealed envelopes will be opened and the ballots counted along with those received at the site.
- 3.4.5.3.1 If the Prime Minister in preparing the master voting list discovers that someone voted twice, when the sealed envelopes are opened the ballot from the offenders non-home province vote is readily identified and shall be removed then destroyed without being counted.

4 Removing Club Officers

4.1 Initiation Requirements

Can be initiated by a petition signed by at least 20% of the contributing members of the club.

4.2 Procedure

- 4.2.1 Requires a 2/3 vote of Allthing for removal.
- 4.2.2 May be vetoed by joint agreement of the Monarch and Prime Minister
Exclusion - may not be vetoed if the petition is to remove the Monarch or the Prime Minister.
- 4.2.3 BOD members can also be removed from office if initiated by majority of the BOD and approved by an Allthing.

5 Clarifying Rules and Laws

5.1 Responsible Officers

- 5.1.1 Any decision agreed upon by the Monarch and Prime Minister is law until the next Allthing (within twelve weeks), provided it does not conflict with a previous Allthing decision or mundane law.
- 5.1.2 Rules clarifications can be made by the GM of Reeves. The Monarch and Prime Minister together may overrule the clarification with another clarification.
- 5.1.3 Any suggested changes to a class should be first reviewed by the Guildmaster of that class before presentation an Allthing.

5.2 Dissemination

- 5.2.1 Temporary rulings may be published in the newsletter.
- 5.2.2 Final rulings will be published in the newsletter.

6 Dues and policies of the Treasury

6.1 General information

- 6.1.1 For the purposes of identifying this kingdom and its members as an independent corporate entity as defined by the government, individuals who pay dues will be considered contributing members of the kingdom, individuals who choose not to pay dues will be considered non-paying members.
- 6.1.2 Dues shall be paid to the local recording officer. One half of the dues shall remain in the local province, the remaining balance shall be forwarded to the Prime Minister.
- 6.1.3 Contributing directly to the Prime Minister will be split with the local Province. In the event that the paying member does not have a local province, then the kingdom keeps the entire amount.
- 6.1.4 Donations may be made directly to the kingdom through the Prime Minister or to the local province. Donations made at the local level need not be forwarded to the kingdom.
- 6.1.5 Dues are \$6 for six months or \$1 per month. Though not required of the populace, certain positions and prerogatives may only be applicable to contributing members. People should read this Corpora very carefully to ascertain the advantages of contributing membership.

6.2 Responsibilities

- 6.2.1 Receipts will be given if requested.
- 6.2.2 The Club Treasurer shall assist the Prime Minister in the collection and handling of club funds.
- 6.2.3 The Monarch and Prime Minister may each spend 10% of the treasury every month in order to run the Kingdom. The percentage is not cumulative. An Allthing must vote on any larger expenditures.
- 6.2.4 Budgeted major expenses for Corpora required activities can consist of expenditures of up to 70% of the Kingdom treasury.
 - 6.2.4.1 The Club Treasurer shall have signature access to the Kingdom checking account, yet shall only draw funds from that account when required by his/her official duties.
- 6.2.5 Contributing members are entitled to one copy of the rules, the Corpora, and the club newsletter. However, note that the club is not obligated to provide materials to a member if the cost to reproduce those materials exceed the sum of the dues that particular person paid.
- 6.2.6 There will be one Kingdom checkbook and register. Each check will bear two signatures to be valid.
 - 6.2.6.1 There will be a quarterly review of the records and an annual audit to be performed by some outside of Amtgard.

7 Kingdom Provinces

- 7.1 Shire - A group consisting of at least 5 waived players.
- 7.2 Barony - A group consisting of 15 waived players (averaged from the previous sign-in sheets) may petition and be declared a Barony by agreement of the Monarch and Prime Minister. This status may be revoked by the Monarch and Prime Minister if their attendance falls below 15 (averaged over the last six months) at any time.
- 7.3 Duchy - A group of 6 or more months of age consisting of 30 waived players (averaged from the previous quarters sign-in sheets) may petition and be declared a duchy by agreement between the Monarch and Prime Minister. This status may be revoked by the Monarch and Prime Minister if their attendance falls below 30 (average over the last six months) at any time.
- 7.4 Principality - A group at least 60 waived players (averaged from the previous six months sign-in sheets) may petition and be declared a Principality by agreement between the Monarch and Prime Minister. This status may be revoked in extreme cases, at the request of the Principality, or by the Monarch and Prime Minister. Must be a sufficient distance away from the Kingdom to warrant such a group.

8 Principality

One of the objectives of the Kingdom is to promote the expansion of the Game of Amtgard. It has been recognized that distance is a prime consideration in the proper administration of the organization. Therefore as groups grow they are offered the opportunity to petition the Kingdom to become a Principality with the eventual goal of being recognized as an independent Kingdom with all of the rights and privileges of that status. The Kingdom will provide every assistance to achieve that goal.

8.1 Prince(ss)

- 8.1.1 General Information/Qualifications for Office
 - 8.1.1.1 A Tourney for the Coronet will be held every six months. Those vying for the position of Prince(ss) (meeting the qualifications specified by the Autocrat of the tourney) shall be eligible for election. The winner of the election (the one who received the highest number of votes) shall attain the position for six (6) months.
 - 8.1.1.2 May not hold the throne for more than two (2) consecutive terms.
- 8.1.2 Responsibilities
 - 8.1.2.1 Shall preside over and conduct all Principality ceremonies and functions.

- 8.1.2.2 May bestow the following awards:
 - (Through the 9th of these orders): Dragon, Owl, Rose, Warrior, Garber, Petal
 - (Unlimited): Boken
 - (Once per month): Zodiac
- 8.1.2.3 May create new Principality-level honors, awards, and positions.
- 8.1.2.4 Shall forfeit the throne if he/she misses more than 4 weeks in a row or 12 weeks total from his/her lands in his/her reign.

8.1.3 Benefits

- 8.1.3.1 Is not required to pay dues to maintain voting status during term and exempt from principality fees.
- 8.1.3.2 Will be eligible for the title of Count(ess) upon completion of his/her term.

8.2 Principal Regent

8.21 General Information/Qualifications for Office

- 8.2.1.1 Every Prince(ss) must have a Regent.
- 8.2.1.2 Shall be elected from those vying for the position who met stated tournament qualifications.

8.2.2 Responsibilities

- 8.2.2.1 May bestow the following awards, (through the 9th of that order): Dragon, Garber, Rose & Owl
- 8.2.2.3 May create new Principality level honors and awards in keeping with duties.
- 8.2.2.4 Is responsible for Principality level feasts held within the Principality
- 8.2.2.5 Shall forfeit the position if she/he misses 4 consecutive weeks or 12 weeks total from their lands during her/his term.
- 8.2.2.6 Shall become the Prince(ss) pro-tem if the present Prince(ss) should become unable to fulfill his/her duties before the end of his/her term. A confirmation election shall be held no later than one month from the point he/she assumes the position of Prince(ss) to confirm this position. If he/she is not confirmed, the position will be filled by open election (provided this does not conflict with the normal succession time tables)

8.2.3 Benefits

- 8.2.3.1 Is not required to pay dues to maintain voting status during term and exempt from principality fees.
- 8.2.3.2 Will be eligible for the title of Baron(ess) at the end of completed term.

8.3 General Minister

8.3.1 General Information/Qualifications for Office

- 8.3.1.1 Shall be elected the same day, and in the same manner, as the Prince(ss) & Regent.
- 8.3.1.2 Must pass the Corpora test administered by the Prince with a score of 70% or better.

8.3.2 Responsibilities

- 8.3.2.1 Is responsible for assisting the Prime Minister in the collection of Kingdom contributing membership donations from within their Provinces.
- 8.3.2.2 Maintain accurate records on attendance, awards and other member information.
- 8.3.2.3 Assist the Prime Minister in the distribution of rulebooks and newsletters to contributing members.
- 8.3.2.4 Shall forfeit his/her position if he/she misses four weeks from their lands in his/her term.
- 8.3.2.5 Regularly will provide (upon demand) local records to Kingdom Prime Minister.

8.3.2.6 Two weeks prior to each Kingdom Election and Allthing, shall provide the Prime Minister an alphabetical list of all active populace that have been members over 6 months. this list will be divided into contributing members with expiration date and non contributing members. A copy of this list is to be kept with the local records and a copy brought or sent to the Election or Allthing. The Kingdoms shares of dues received and who paid them should accompany the copy sent to the Prime Minister.

8.3.3 Benefits

8.3.3.1 Is not required to pay dues to maintain voting status during term.

8.3.3.2 Will be eligible for the title of Baronet at the end of completed term.

9 Ducal Positions

9.1 Duke or Duchess

9.1.1 General Information/Qualifications for Office

9.1.1.1 A Tourney for the Coronet will be held every six months. Those vying for the position of Duke or Duchess (meeting the qualifications specified by the Autocrat of the tourney) shall be eligible for election. The winner of the election (the one who received the highest number of votes) shall attain the position for six (6) months.

9.1.1.1.1 The Ducal tourney autocrat shall be the previous Duke or the highest officer not running for a position.

9.1.1.2 May not hold the throne for more than two (2) consecutive terms.

9.1.2 Responsibilities

9.1.2.1 Shall preside over and conduct all Ducal ceremonies and functions.

9.1.2.2 May bestow the following awards:

(Through the 7th of these orders): Dragon, Owl, Rose, Warrior, Garber, Petal

(Unlimited): Boken

(Once per month): Zodiac

9.1.2.3 May create new Ducal level honors, awards, and positions.

9.1.2.4 Shall forfeit his/her position if he/she misses more than 4 weeks in a row or 12 weeks total from their lands in his/her reign.

9.1.3 Benefits

9.1.3.1 Is not required to pay dues to maintain voting status during term.

9.1.3.2 Will be eligible for the title of Baron/Baroness at end of completed term.

9.2 Ducal Regent

9.2.1 General Information/Qualifications for Office

9.2.1.1 Every Duke/Duchess must have a Regent

9.2.1.2 Shall be elected from those vying for the position who met the stated tournament qualifications.

9.2.2 Responsibilities

9.2.2.1 May bestow the following awards, (through the 7th of that order): Dragon, Garber, Rose & Owl

9.2.2.2 Shall be responsible for the promotion of the Arts & the Sciences in their Duchy.

9.2.2.3 May create new Duchy level honors and awards in keeping with his/her duties.

9.2.2.4 Shall be responsible for Ducal level feasts held within the Duchy

- 9.2.2.5 Shall forfeit the position if she/he misses 4 consecutive weeks or 12 weeks total from their Duchy during her/his term.
- 9.2.2.6 Shall become the pro-tem Duke/Duchess if the present Duke/Duchess should become unable to fulfill his/her duties before the end of his/her term. A confirmation election shall be held no later than one month from the point he/she assumes the position of Duke/Duchess to confirm this position. If he/she is not confirmed, the position will be filled by open election (provided this does not conflict with the normal succession time tables)

9.2.3 Benefits

Will be eligible for the title of Lord/Lady upon completion of his/her term.

9.3 Ducal Chancellor

9.3.1 General Information/Qualifications for Office

- 9.3.1.1 Shall be elected the same day, and in the same manner, as the Duke/Duchess & Ducal Regent.
- 9.3.1.2 Must pass a Corpora test administered by the Previous Duke/Duchess.

9.3.2 Responsibilities

- 9.3.2.1 Is responsible for assisting the Prime Minister in the collection of Kingdom contributing membership donations from within their Duchy.
- 9.3.2.2 Maintain accurate records on attendance, awards and other member information.
- 9.3.2.3 Assist the Prime Minister in the distribution of rulebooks and newsletters to contributing members.
- 9.3.2.4 Will forfeit the office if he/she misses four weeks in a row or twelve total from his/her lands in his/her term.
- 9.3.2.5 Regularly will provide (upon demand) local records to Kingdom Prime Minister, at least twice per term.
- 9.3.2.6 Two weeks prior to each Kingdom Election and Allthing, shall provide the Prime Minister an alphabetical list of all active populace that have been members over 6 months. this list will be divided into contributing members with expiration date and non contributing members. A copy of this list is to be kept with the local records and a copy brought or sent to the Election or Allthing. The Kingdoms shares of dues received and who paid them should accompany the copy sent to the Prime Minister.

9.3.3 Benefits

- 9.3.3.1 Will be eligible for the title of Lord/Lady at the end of completed term.

9.4 Ducal Defender

9.4.1 General Information/Qualifications for Office

- 9.4.1.1 Will have won the Ducal War Tourney, will have received credit for six or more weeks in the last three months, and will not simultaneously hold the position of Duke/Duchess, Regent, or Chancellor (or hold any Kingdom office).
- 9.4.1.2 Can be removed by joint decree of the Duke and Chancellor.

9.4.2 Responsibilities

- 9.4.2.1 Shall maintain a lost & found for the Duchy and shall ensure that event and battle game sites in his/her Duchy are reasonably litter-free at the close of an event The Defender shall assist the Champion with this responsibility at Kingdom events.
- 9.4.2.2 Shall check weapons & armor for safety & legality.
- 9.4.2.3 Shall organize battlegames when no predetermined scenarios are scheduled.
- 9.4.2.4 Shall be the defender of the Coronet
- 9.4.2.5 Shall forfeit his/her position if he/she misses more than four (4) weeks in a row or 12 weeks total.

10 Baronial Positions

10.1 Baron(ess)

10.1.1 General Information/Qualifications for Office

10.1.1.1A Tourney for the Coronet will be held every six months. Those vying for the position of Baron(ess) (meeting the qualifications specified by the Autocrat of the tourney) shall be eligible for election. The winner of the election (the one who received the highest number of votes) shall attain the position for six (6) months.

10.1.1.3 May not hold the throne for more than two (2) consecutive terms.

10.1.2 Responsibilities

10.1.2.1 Shall preside over and conduct all Baronial ceremonies and functions.

10.1.2.2 May bestow the following awards:

(Through the 4th of these orders): Dragon, Owl, Rose, Warrior, Garber Credits and Petals

(Unlimited): Boken

(Once per month): Zodiac

10.1.2.3 Shall forfeit his/her position if he/she misses more than 4 weeks in a row or 12 weeks total from his/her lands in his/her reign.

10.1.3 Benefits

10.1.3.1 Is not required to pay dues to maintain voting status during term.

10.1.3.2 Will be eligible for the title of Baronet upon the completion of his/her term.

10.2 Seneschal

10.2.1 General Information/Qualifications for Office

10.2.1.1 Shall be elected by simple plurality on the same day as the Baron(ess)

10.2.2 Responsibilities

10.2.2.1 Is responsible for assisting the Prime Minister in the collection of Kingdom Contributing Membership dues from within their Barony.

10.2.2.2 Maintain accurate records on attendance, awards and other member information.

10.2.2.3 Assist the Prime Minister in distributing rulebooks and newsletters to contributing members.

10.2.2.4 Regularly will provide (upon demand) local records to Prime Minister at least twice per reign.

10.2.2.5 Will forfeit the position if he/she misses four weeks or twelve weeks total from his/her lands in his/her term.

10.2.2.6 Two weeks prior to each Kingdom Election and Allthing, shall provide the Prime Minister an alphabetical list of all active populace that have been members over 6 months. this list will be divided into contributing members with expiration date and non contributing members. A copy of this list is to be kept with the local records and a copy brought or sent to the Election or Allthing. The Kingdoms shares of dues received and who paid them should accompany the copy sent to the Prime Minister.

10.2.3 Benefits

10.2.3.1 Will be eligible for the title of Lord/Lady at the end of completed term.

11.1 Shire Positions

11.1.1 Sheriff/Mayor

11.1.1.1 Shall be elected by simple plurality over all other candidates.

11.1.1.2 Shall preside over all municipal ceremonies and functions.

11.1.1.3 Shall maintain accurate records on attendance, awards and other member information and shall maintain proper safety in equipment and actions at local Amtgard events.

11.1.1.4 May create other Shire level positions as necessary, including Defender, Regent or Clerk.

Protocol Section

12 Other Club Positions

12.1 Fighting Guildmasters

- 12.1.1 One must have participated for credit in a guild during the last six months in order to vote for that guild's Guildmaster. Fighting guilds include Warriors, Healers, Barbarians, etc.
- 12.1.2 Each fighting guild will elect their Guildmaster at Coronation. The Guildmaster will be elected from those qualified to vote.
- 12.1.3 Guildmasters may be removed from office by a 2/3 vote of all guild members and approval of the Monarch and Prime Minister.
- 12.1.4 Local groups may have their own fighting class Guildmasters, as needed.
- 12.1.5 Responsibilities
 - 12.1.5.1 Encourage the members of their guild to follow the proper rules and spirit of his/her guild.
 - 12.1.5.2 Encourage garb, equipment, and persona applicable to their guild.
 - 12.1.5.3 Shall provide information and encouragement to the new members of his/her guild.

12.2 Non-Fighting Guildmasters

- 12.2.1 Arts and Sciences Guildmasters
 - 12.2.1.1 The non-fighting guilds shall have a Guildmaster chosen every six months at the Crown feast. The Monarch shall appoint the Science guildmasters, and the Regent shall appoint the Arts guildmasters.
 - 12.2.1.2 Although the guilds may vary, the following are examples:
 - 12.2.1.2.1 Arts - Garbers, Art, Literature, Minstrels, Theater
 - 12.2.1.2.2 Sciences - Heraldry, Sages, Engineers, Gladiators, Smiths
 - 12.2.1.3 Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline in the club. Guildmasters are also responsible recommending award(s) and recognition in their area.
 - 12.2.1.4 Certain Arts and Sciences guildmasters have additional duties:
 - 12.2.1.4.1 Garbers - Inform the Monarch and Regent when a Garber order should be awarded for any of the following reasons: Making good garb for others, armor construction, flag construction, making superior garb for oneself.
NOTE: Orders of the Garber may be awarded in addition to Orders of the Dragon).
 - 12.2.1.4.2 Heraldry - collect and maintain persona, company, and household symbols also any persona histories of club members.

12.3 Reeves Guild

- 12.3.1 Guild Members are those who have passed the Kingdom Reeves test within the last six months with a score of 75% or better.
- 12.3.2 Responsibilities

While under the jurisdiction of the Monarch and the Guildmaster of Reeves, the Reeves have the following powers over the battlegames:

 - 12.3.2.1 May add newcomers and adjust the teams, to balance the game and may declare the end to a game if play is stagnating.
 - 12.3.2.2 May call whether a hit on a person is valid or not. Will take unsafe people or equipment off the battlefield. May declare a person dead, if he/she persistently is causing problems.

12.3..2.3 May take time off a person's death if he died especially well. Shall help the participants in their understanding of the games. Shall ensure that the quality of play is honest and in keeping with the spirit of the rules.

12.3..2.4 May appoint additional people to reeve if they are needed. May retrieve expended and discarded equipment.

12.4 Monarch's/Regent's Guard

12.4.1 No more than ten people shall fill these slots. Six are chosen by the Monarch and Four are chosen by the Regent.

12.4.2 Shall escort the Crown/Regent and aid the Captain of the Guard in his/her duties.

12.5 Circle of Steel

12.5.1 Shall be composed of the captains of all companies with three or more participating members.

12.5.2 Shall organize and orchestrate inter-company related activities within the club.

12.6 Regent's Defender

12.6.1 Shall be chosen by the Regent.

12.6.2 Will escort and serve the Regent as the Champion augments the Monarch.

12.7 Court Bard

12.7.1 Appointment and dismissal are the Monarch's option.

12.7.2 Responsible for providing/coordinating entertainment at official club functions

12.8 Court Jester

12.8.1 Appointment and dismissal are the Monarch's option.

12.8.2 Responsible for humor and levity at official club functions.

12.8.3 May double as the herald for announcements from the Crown.

12.9 Circle of Knights

12.9.1 Shall meet with the Monarch to discuss and recommend potential candidates for knighthood.

12.9.2 Shall elect a Guildmaster who is responsible for coordinating the circle of knights meetings with the Monarch.

13 Honors and Awards

13.1 Knighthood:

Many people want the mark of achievement more than the achievement itself, and believe that a white belt will elevate them past their own foibles and fears. This is an attempt to at least partially recognize the efforts of our brightest and our best. In the mundane world, Knighthood is awarded for a variety of reasons (winning a Nobel prize, organizing an effort to feed the starving in Africa, etc.). It is to be hoped that Amtgard will take a page from this more enlightened perspective.

13.1.1 The Monarch may knight people into any of the four orders. Candidates for Knighthood should have achieved the criteria listed and have the approval of a majority of the Circle of Knights. The achievement of criteria set forth does not automatically grant Knighthood. The traditional positive Knightly virtues will go a long way towards achieving the white belt.

13.1.2 The orders of Knighthood:

13.1.2.1 Knights of the Crown - a civil order for serving in the highest echelons of the club

Requirements: complete a term as the King/Queen or serve in two of the following three positions: Kingdom Champion, Kingdom Regent, Prime Minister

Colors: white trimmed with gold

13.1.2.2 Knights of the Flame - a service order for contributions to the club

Requirements: Masterhood in at least one of the following three areas - Rose, Lion, Smith

Colors: white trimmed with red

13.1.2.3 Knights of the Serpent - an achievement order for excellence in the arts and/or sciences

Requirements: Masterhood in at least one of the following three areas - Dragon, Owl, Garber

Colors: white trimmed with green

13.1.2.4 Knights of the Sword - a military order for fighting skills and battlefield prowess

Requirements: any of the following honors - Warlord or Defender and Weaponmaster

Colors: white trimmed with silver

13.1.3 Only those Knights who have been a member of the Circle of Knights (Guild of Knights) for twelve or more weeks may play a paladin or anti-paladin.

13.1.4 A Knight may choose to take a squire(s). The symbol of a squire is a red belt.

14 Masterhood in the Service Guilds and Orders

14.1 Criteria

Awarded by the Monarch for achieving the criteria set forth. Denoting excellence in contributions to the club in the area listed (see explanations of the orders themselves).

14.2 Specific types of Masterhood:

14.3.1 Dragon - 10 Orders of the Dragon

14.3.2 Garber - 12 Orders of the Garber

14.3.3 Lion - any combination of Orders of the Lion and Orders of the Griffon that add up to 10

14.3.4 Owl - 10 Orders of the Owl

14.3.5 Reeve - 12 weeks experience as a reeve

14.3.6 Rose - 10 Orders of the Rose or Petal equivalents

14.3.7 Smith - 12 Orders of the Smith

14.3.8 Warrior (designated title: Warlord) - 10 orders of the warrior

15 Orders

15.1 Ladder Awards

These are those that lead to Knighthood. Higher level orders are increasingly harder to earn

15.1.1 Order of the Dragon

Given by: the Monarch, Regent, Principality Prince(ss) (to 9th), Duke/Duchess (to 7th), Baron (to 4th),

Given for: outstanding achievements in the arts (garb, art, music, etc.)

Limitations: none

15.1.2 Order of the Griffon

Given by: the Monarch

Given for: courage, chivalry, and honor on the battlefield

Limitations: none

15.1.3 Order of the Lion

Given by: the Monarch, Regent

Given for: displaying outstanding traits of service and loyalty to the club

Limitations: none

15.1.4 Order of the Owl

Given by: the Monarch, Regent, Principality Prince(ss) (to 9th), Duke/Duchess (to 7th), Baron(ess) (to 4th)

Given for: outstanding achievements in the sciences (armor, construction, etc.)

Limitations: none

15.1.5 Order of the Rose

Given by: the Monarch, Regent, Principality Prince(ss) (to 9th), Duke/Duchess (to 7th), Baron(ess) (to 4th)

Given for: beneficial service to the club

Limitations: none

15.1.6 Order of the Warrior

Given by: Monarch, Principality Prince(ss) (to 9th), Duke/Duchess (to 7th), Baron(ess) (to 4th)

Given for: fighting ability (see the criteria below)

Limitations: none

<u>Level</u>	<u>Color of belt favor</u>	<u>Associated Animal</u>	<u>Dueling Criteria</u>
1	Green	Snake	Win 3 Straight
2	Blue	Boar	Win 5
3	Red	Mongoose	Win 7
4	Brown	Bear	Win 9
5	Rust	Hawk	Win 11
6	Grey	Wolf	Win 13
7	Orange	Tiger	Win 15
8	Black	Panther	Win 17
9	Purple	Dragon	Win 19
10+	Red With A Yellow Border (Warlord)	Phoenix	Win 21

Note: The higher the level, the harder it is to achieve more orders of the warrior. No one has ever achieved warlord status (10th level or higher) without winning at least two major tourneys.

15.1.7 Order of the Smith

Given by: Monarch

Given for: Sponsoring major Amtgard events, publications, workshops or other comparable service to the club.

Limitations: None

15.1.8 Order of the Garber

Given by: Monarch, Regent, Principality Prince(ss) (to 9th), Duke/Duchess (to 7th), Baron(ess) (to 4th)

Given for: Making good garb for others, armor construction, flag construction, making superior garb for oneself

Limitations: None

15.1.9 Order of the Petal

Given by: Monarch, Regent, Principality Prince(ss) (to 9th), Duke/Duchess (to 7th), Baron(ess) (to 4th)

Given for: Service to the club.

Limitations: None

Note: A five Petals is equivalent to one Rose.

15.2 Non-Ladder Awards

These are awards that do not lead to Knighthood

15.2.1 Order of the Flame

Given by: the Monarch

Given for: outstanding contributions to the club by a group (i.e. Fighting Company, Household)

Limitations: only one may be given in each Monarch's reign

15.2.2 Order of the Hydra

Given by: the Monarch

Given for: entering enough Crown Qualifications events to qualify as Monarch at crown tourney

Limitations: each person may only receive one Hydra per Crown qualifications

15.2.3 Order of the Jovious

Given by: the Monarch

Given for: outstanding attitude

Limitations: only one may be given in each Monarch's reign

15.2.4 Order of the Mask

Given by: the Monarch

Given for: outstanding portrayal of persona

Limitations: Only one may be Given in each Monarch's reign

15.2.5 Order of the Walker in the Middle

Given by: the Monarch

Given for: exemplification of the ideals and conduct of reeves

Limitations: a person may never receive more than one of these

15.2.6 Order of the Zodiac

Given by: the Monarch or provincial ruler

Given for: outstanding contributions in any one month

Limitations: only one may be given each month

15.2.7 Order of the Boken

Given by: Monarch, Regent, Principality Prince(ss), Duke/Duchess, Baron(ess)

Given for: outstanding new fighter that has been in Amtgard for less than six months.

Limitations: The recipient may receive this only once.

15.2.8 Order of the Golden Dragon

Given by: Monarch

Given for: one time award for representing the spirit of the Celestial Kingdom on and off the field.

Limitations: The recipient may receive this only once. May only be given once per reign.

16 Titles Of Nobility And Lesser Titles Of Honor

(court titles)

Awarded by the Monarch:

16.1 Court Title: Grand Duke

suggested criteria: 2 terms as Monarch

16.2 Court Title: Arch-Duke

suggested criteria: One term as Monarch and one term as Prime Minister or Regent.

16.3 Court Title: Duke/Duchess

equivalents: Doge, Dux, Herzog, Tarkhan

suggested criteria: serve the club six months as Monarch

16.4 Court Title: Count/Countess

equivalents: Earl, Comes, Comite, Graf, Jarl, Grafin, Orkhan

suggested criteria: serve the club six months as Regent or Principality Prince.

16.5 Court Title: Marquis/Marquise

equivalents: Markgraf, Marchionese (female title), (also roughly equivalent to: Margrave, Mark)

suggested criteria: serve in each of the following positions: Monarch, Regent, Prime Minister

16.6 Court Title: Viscount/Viscountess

equivalents: Vicomte, Vizcunde

suggested criteria: have held the following positions: Champion and Weaponmaster

16.7 Court Title: Baron/Baroness

equivalents: Thane, Khan, Emir, Daimio,

suggested criteria: serve one term as elected Duke of a Duchy or Regent of a Principality or Kingdom
Prime Minister

16.8 Court Title: Baronet

equivalents: --

Suggested criteria: serve in a pro-tem position for any of the following: Monarch, Champion, Prime Minister, Regent; or serve as General Minister or Baron

past criteria: discretion of Monarch

16.9 Court Title: Lord/Lady (lesser title)

equivalents: --- Dom, Laird, Dama

suggested criteria: Monarch's discretion (service to club), term of Ducal Chancellor

past criteria: discretion of Monarch

16.9a Court Title: Defender (lesser title)

equivalents: --

suggested criteria: serve the club six months as Champion

past criteria: former Champion

17 Masterhood in the Fighting guilds (Wizard, Scout, Paladin, etc.)

Qualifications

- 17.1 Awarded by the Monarch to the outstanding members in each guild after consultation or recommendation of the guildmaster or provincial leaders.
- 17.2 Candidate must have 12 weeks or more experience in the guild.
- 17.3 Basis for awarding masterhood:
 - 17.3.1 Good play and persona
 - 17.3.2 Thorough knowledge of class rules and concept
 - 17.3.3 Own quality garb and equipment.
 - 17.3.4 Outstanding portrayal of the class.
- 17.4 A person may be reconsidered for masterhood once every 6 months (at Crown qualifications), though once a master, always a master.
- 17.5 This does not affect experience and is independent of levels gained.
- 17.6 Masters are entitled to wear on their garb a slash or stripe of that guilds color (green for scouts, etc.). If this stripe is inset on a belt or sash of the same color, then it may be delineated by black or white borders.

18 The Month of Crown

These events occur twice a year during the period of Crown Qualifications and Monarch selection-

18.1 Event: Crown Qualifications and Election

Date: third weekend in March and September

Sponsor: highest uninvolved club officer (excluding the Prime Minister) and Guildmaster of Reeves.

18.2 Event: Crown Coronation Feast

Date: one or two weeks after the Crown Qualifications and Election

Sponsor: outgoing Regent

18.3 Event: Guildmaster elections

Date: During Crown Coronation Feast

Sponsor: Prime Minister

18.4 Event: Weaponmaster tournament

Date: One or two weeks after the Coronation Feast.

Sponsor: Reeves guild

Note: This is a passage of arms in several different weapons classes. It is held in a tournament format and the winner will hold the title of Weaponmaster until the next such tourney.

Glossary of Terms

Active Construction	A general category for items being enter in qualification, usually used for larger items (i.e. Chests, chairs, lg. Siege weapons, etc.) or items with moving parts.
Contributing Members	All populace that have paid dues and as such have voting rights
Court Titles	Titles of nobility or lesser honors awarded by the Monarch. These maybe by patient or tenure
Crown	This term refers to the position of King/Queen in the Celestial Kingdom.
Event	Any organized function sponsored by the kingdom or any of its provinces.
Free Hold	A Province that is not recognized as a part of any Kingdom
Guild	A fighting or non-fighting group/class where the members have the same interest.
Herald	This refers to either the person that calls people before the court or the registrar of all heraldic items in the Celestial Kingdom.
Heraldry	A medieval system of identification based on colors and pictures.
Inter-Kingdom BOD	A national board of directors consisting of 2 Members from each kingdom. Designed to discuss and propose solutions to concerns of all the kingdoms
Members / Populace	All people participating in Amtgard events/activities and that have signed a waver on file.
Monarch	This term refers to the person holding the position of King/Queen in the Celestial Kingdom.
Passive Construction	A general category for items entered in qualification, usually used for smaller items. (i.e. Pouches, helmets, live steel, etc.)
Patent	At the desecration of the Monarch.
Provinces	All Shires, Baronies, Duchies, and Principalities.
Sage	Historian for the Celestial Kingdom.
Tenure	Given by the Monarch at the end of a specified term.