

Corpora and Bylaws for Amtgard: Kingdom of the Golden Plains

This document has been written to streamline and put into writing that which has been voted into existence by the Golden Plains Kingdom Proper Allthings. Different groups have different wants and needs concerning how their government is to be run, and a huge majority of the changes one will find in this charter. Hopefully, this document will ease the process of governing, and define areas that before were tinged with gray, and close a few loopholes. For all purposes and to provide a consistent form of governing throughout the Kingdom of the Golden Plains, the policies and guidelines set forth here are to be interpreted as to applying to all subsidiary groups unless otherwise noted.

Vivat, Amtgard! Vivat, the Kingdom of the Golden Plains!

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All Kingdom Proper Allthing approved Corpora changes since May 1999 – August 1, 2003 were added to this version of Corpora.

Minor editing and layout issues were addressed.

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1.0 Offices of the Kingdom

1.1 Monarch: (King or Queen)

1.11 At every Crown Qualifications in February and in August, an election shall be held. The winner of the election shall become Kingdom Monarch for six (6) months.

1.111 Only those who qualify at Crown Qualifications and meet eligibility requirements as stated in **Sec.3.461** of this Corpora may run for Kingdom Monarch.

1.12 May call an Allthing in keeping with one's duties.

1.121 Shall break ties at the Allthing.

1.122 Shall break ties in all elections.

1.1221 If the Monarch is directly involved in an election, the next highest uninvolved non-assigned position shall break the tie.

1.13 Is an ex facto member on the Kingdom B.O.D., but shall cast no vote.

1.14 Shall work with the Champion and Guildleader of Reeves to ensure that all rules are applied accurately, fairly, and honestly on the battle and tournament fields.

1.15 Shall work with the Champion and Guildleader of Reeves in checking armor and weapons for safety and legality.

1.16 Shall preside over and conduct all ceremonies.

1.17 May award the following honors:

1.171 Titles of Nobility -- granted by patent (discretion of Kingdom Monarch):

Marquis/Marquise, Viscount/Viscountess, Baronet/Baronette, Lord/Lady, and equivalents as listed in **Sec.4.5** of this Corpora.

1.172 Titles of Nobility -- granted by tenure (discretion of Kingdom Monarch):

Grand Duke/Grand Duchess, Duke/Duchess, Count/Countess, Baron/Baroness, Defender, and equivalents as listed in **Sec.4.5** of this Corpora.

1.173 Peerage -- the four (4) orders of **Knighthood** (discretion of Circle of Knights):

Crown -- for excellence in service of the Kingdom's highest positions

Flame -- for excellence in service to the club.

Serpent -- for excellence in the arts and/or sciences

Sword -- for excellence in fighting

1.174 The following **orders** (discretion of Monarch):

Dead, Dragon, Flame, Gryphon, Hydra, Jovious, Lion, Mask, Owl, Rose, Walker of the Middle, Warrior, or Zodiac.

1.175 Titles of **Master/Mistresshood for the Fighting Guilds** -- granted by patent

(discretion of Kingdom Monarch and Guildleader of relevant guild):

Anti-Paladin, Archer, Assassin, Barbarian, Bard, Druid, Healer, Monk, Monster, Paladin, Scout, Warrior, Wizard.

1.176 Titles of **Master/Mistresshood for the Order Guilds** -- granted by tenure

(discretion of Kingdom Monarch): Dead, Dragon, Lion/Gryphon, Owl, Rose, Warrior (Warlord).

1.177 Titles of **Master/Mistresshood for the Service Guilds** - granted by tenure

(discretion of Kingdom Monarch): Garber, Reeve, Smith.

1.178 Garber and Smith credits (discretion of Kingdom Monarch).

1.18 May create new awards, honors, orders, and titles with permission of the Kingdom Proper Allthing.

1.19 Shall descend from the throne if current Monarch misses four (4) weeks in a row or more than twelve (12) weeks total.

1.191 Exception -- special situations shall be taken into consideration by the Kingdom Proper Allthing.

1.1A May receive the title of Duke/Duchess or equivalents as listed in **Sec.4.5** of this Corpora after one's first term is over.

1.1B May receive Knight of the Crown and/or may receive Arch Duke/Arch Duchess or equivalents as listed in **Sec.4.5** of this Corpora after one's second term is over.

1.1C No person may be Monarch for more than two (2) consecutive terms.

1.2 Prime Minister

- 1.21 Every second weekend in June and in December an election shall be held. The winner of this election shall become Prime Minister for six (6) months.
 - 1.211 Only those who meet eligibility requirements as listed in **Sec.3.462** may run for Prime Minister.
- 1.22 Must keep records of attendance of active members in the Kingdom Proper and Greater.
 - 1.221 Must keep the member information files accurate and current.
 - 1.2211 Member Information Files consist of persona sheet, waiver, personal symbol, etc
 - 1.222 Maintain back files of official inter- and intra-kingdom publications.
 - 1.223 Maintain a list of members eligible to vote in any or all Kingdom level elections.
 - 1.224 Maintain a list of members eligible to vote in the Kingdom Proper Allthing.
- 1.23 Is responsible for providing Amtgard: Handbook on the Rules of Play and Corpora and By-laws for Amtgard: Kingdom of the Golden Plains to club members.
- 1.24 Is an ex facto member on the Kingdom B.O.D., but shall cast no vote.
- 1.25 All elections shall be done in accordance with **Sec.3.41** and subpoints.
- 1.26 Shall not miss more than a total of eight (8) weeks else the position is forfeit.
 - 1.261 Exception -- special situations shall be taken into consideration by the Kingdom Proper Allthing.
- 1.27 May receive the title of Baron/Baroness and equivalents as listed in **Sec.4.5** of this Corpora when the Prime Minister's term is over.
- 1.28 The Prime Minister shall call all new additions to the "Book of the Dead" (inactive members) and document for the Kingdom Monarch the reasons for not coming out to the park.
- 1.29 May call an Allthing if the Monarch and Regent are confirmed absent on the day of the regularly scheduled Allthing.

1.3 Princess or Prince/Consort or Regent

- 1.31 At every Crown Qualifications in February and in August an election shall be held. The winner of the election shall become Consort/Regent for six (6) months.
 - 1.311 Only those who qualify at Crown Qualifications and meet eligibility requirements as listed in **Sec.3.461** of this Corpora may run for Consort/Regent.
- 1.32 May call a Kingdom Proper Allthing in keeping with one's duties.
- 1.33 Shall head and be responsible for the Colleges of Arts and Sciences.
- 1.34 Is overall coordinator of Crown Coronation and Crown Mid-reign.
- 1.35 Shall become Kingdom Monarch should the current Kingdom Monarch leave the throne.
 - 1.351 Should the Consort/Regent wish not to ascend to the position of Kingdom Monarch the candidate who received the second most plurality votes vying for the position of Monarch at the prior Crown Qualifications shall ascend to the position of Kingdom Monarch.
 - 1.352 If the above procedure does not work., a pro-tem Monarch shall be assigned by the Kingdom Proper Allthing.
- 1.36 May bestow the following orders: Dead, Dragon, Lion, Owl, Rose.
- 1.37 May bestow Garber and Smith credits.
- 1.38 May create new awards, honors, and orders in keeping with Consort/Regent's duties with permission of the Kingdom Proper Allthing.
- 1.39 Shall descend from the throne if current Consort/Regent misses six (6) weeks in a row or more than twelve (12) weeks total.
 - 1.391 Exception -- special situations shall be taken into consideration by the Kingdom Proper Allthing.
 - 1.392 The candidate who received the second most plurality votes vying for the position of Consort/Regent at the prior Crown Qualifications shall ascend to the throne should the current Consort/Regent leave the throne.
 - 1.393 If the above procedure does not work, a pro-tem Consort/Regent shall be assigned by the Kingdom Proper Allthing.
- 1.3A May receive the title of Count/Countess and equivalent, as listed in **Sec.4.5** of this Corpora after Consort/Regents term is over.

1.4 Champion of the Kingdom (Champion)

- 1.41 The winner of the Crown Tournament in February and in August shall assume the position of Champion for six (6) months.
 - 1.411 Only those who qualify at Crown Qualifications and meet eligibility requirements as listed in **Sec.3.461** of this Corpora may run for Champion.
- 1.42 Shall maintain a lost and found for the Kingdom Proper.
- 1.43 Shall work with the Monarch and the Guildleader of Reeves to ensure that all rules are applied accurately, fairly, and honestly on the battle and tournament fields.
- 1.44 Responsible for checking armor and weapons for safety and legality, and shall work with the Monarch and Guildleader of Reeves in this duty.
- 1.45 Responsible for organizing the battlegames and or tournaments on days when no predetermined scenarios are scheduled.
- 1.46 Shall be the Defender of the Crown.
- 1.47 Shall not miss four (4) weeks in a row or more than twelve (12) weeks total or else the position is forfeit.
 - 1.471 Exception -- special situations shall be taken into consideration by the Kingdom Proper Allthing.
 - 1.472 Should the Champion prematurely leave the position, the individual who placed second in the prior Crown Tournament shall ascend to the position of Champion.
 - 1.473 If the above procedure does not work, a pro-tem Champion shall be assigned by the Kingdom Proper Allthing.
- 1.48 May receive the title of Defender as listed in **Sec.4.5** of this Corpora after the Champion's term is over.
- 1.49 May call an Allthing if the Monarch, Regent and Prime Minister are confirmed absent on the day of the regularly scheduled Allthing.

1.5 Guildleader of Reeves

- 1.51 Shall be chosen from the Reeves' Guild by election at Crown Qualifications. Only Reeve Guild Members as defined in **Sec.2.A1** and the current Guildleader of Reeves may vote.
- 1.52 Responsible for insuring that all rules are applied accurately, fairly, and honestly on the battle and tournament fields, and shall work with the Monarch and Champion in this duty.
- 1.53 Shall work with the Monarch and the Champion in checking armor and weapons for safety and legality.
- 1.54 Must make sure that there is an appropriate number of Reeves at any Amtgard: Kingdom of the Golden Plains function and ensure that the conduct of the Reeves is competent and fair.
- 1.55 Shall be the Kingdom Proper Allthing's advisor on the Amtgard: Handbook on the Rules of Play and Corpora and Bylaws for Amtgard: Kingdom of the Golden Plains.
- 1.56 Shall give the Reeves' test and the Reeves'/Corpora test every three (3) months at Crown Qualifications and Crown Mid-reign.
 - 1.57 If the current Guildleader of Reeves wishes to run for a position requiring a passing score on the Reeves'/Corpora test, the test given to the current Guildleader of Reeves shall be given by the Monarch, Prime Minister, and Consort/Regent.
 - 1.571 If the current Monarch, Prime Minister, or Consort/Regent is running for a position requiring a passing score on the Reeves'/Corpora test, that person will be replaced by the highest uninvolved, non-assigned position to aid in making the test for the current Guildleader of Reeves.

1.6 Captain of the Crown's Guard

- 1.61 Appointment and dismissal is the decision of the Monarch and the Consort/Regent.
- 1.62 Shall be in charge of security at all Amtgard: Kingdom of the Golden Plains events and ceremonies.
- 1.63 Shall ensure that the Monarch and the Consort/Regent are Properly escorted at all Amtgard events and ceremonies.
- 1.64 Shall share duties with the Champion in terms of carrying out the policies of the Crown and/or Kingdom Proper Allthing.

1.7 Scribe

- 1.71 Appointment and dismissal is the decision of the Monarch and the Prime Minister.
- 1.72 Ensures that an official club newsletter is printed at least once every two (2) months.
- 1.73 Print any fliers, letters, or other news of the Kingdom B.O.D., Crown. and/or Prime Minister.
- 1.74 Work with the Monarch and Prime Minister to maintain a yearly calendar of events.
- 1.75 Keeps the minutes of all Kingdom Proper meetings and Allthings, excluding the B.O.D. meetings.
- 1.76 The Scribe shall assume the position of the Prime Minister should the present Prime Minister prematurely leave.
 - 1.761 If the Scribe does not wish to ascend to the position of Prime Minister, then a pro-tem Prime Minister shall be chosen by the Kingdom Proper Allthing.

1.8 Fighting Guild Guildleaders

- 1.81 Each fighting guild will vote for their Guildleader at Crown Qualifications held every six (6) months.
- 1.82 Class guilds include all fighting guilds (anti-paladin, archer, assassin, barbarian, bard, druid, healer, monk, monster, paladin, scout, warrior, wizard).
- 1.83 Guildleaders have the following duties and responsibilities:
 - 1.831 Must keep their guild members following the Proper rules of their fighting guild.
 - 1.832 Help new people within their guild to learn and play by the Amtgard: Handbook on the Rules of Play.
 - 1.833 Encourage equipment, garb, and personas applicable to their fighting guild.
 - 1.834 Monitor current level and number of credits for each member within their guild.
 - 1.8341 Inform the Prime Minister the second weekend of every month of current number of credits and current level of each member in respective Guildleader's guild.
 - 1.8342 Club members may not use higher level class abilities and/or magics without taking level increase tests given by three (3) individual fighting guild Guildleaders, one of whom must be of the applicants respective fighting guild, regardless of the number of credits possessed. The Monarch may substitute as 1 of the 3 Guildleaders.
 - 1.83421 The Guildleader of Reeves may replace the applicant's respective Guildleader in the Guildleader's absence.
 - 1.83422 At times, monsters shall be under special circumstances concerning level increases.
 - 1.8343 If a guild member is misusing or abusing their class abilities and/or magics, the Guildleader of Reeves, the Guildleader of the guild member's class and the Champion may retest the guild member to ensure that the guild member is aware of the problem areas the guild member is having in one's class.
 - 1.83431 The guild member may play up to the level that the guild member knows until such time as the guild member knows the higher level abilities and/or magics through another test given by the Guildleader of Reeves, the Guildleader of the Guild member's class and the Champion no more than one (1) month's time after the initial test is given.
 - 1.834311 If the Guildleader of Reeves, a class Guildleader, or the Champion is misusing or abusing their respective class abilities and/or magics, the Monarch will replace that one position for terms of giving the test.

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

1.91 Duties of the B.O.D.

1.911 The B.O.D. shall take care of all mundane affairs that are not inconsistent with this Corpora embodying additional provisions for the government of this organization.

1.912 The alternate purpose of the B.O.D. shall be to advance the interest of the Amtgard: Kingdom of the Golden Plains through fellowship, the dissemination of the ideas and the discussion of policies to be adopted and promulgated to the membership at large.

1.92 Membership of the B.O.D.

1.921 The B.O.D. shall consist of seven (7) members at all times.

1.922 Election of two (2) voting B.O.D. members shall be held the second weekend in June.

1.923 Election of two (2) voting B.O.D. members shall be held the second weekend in December.

1.924 The immediate, past Kingdom Monarch has an automatic voting seat on the B.O.D. for up to one (1) year.

1.9241 The four elected B.O.D. members hold that office for up to one year.

1.9242 If any member of the B.O.D. runs and obtains the position of Monarch or Prime Minister, they will step down from the B.O.D., and an election shall immediately be held to replace them, the winner of the election will fulfill the term and office vacated.

1.9243 At the end of a B.O.D. members term, one must take a minimum of a six (6) month leave or absence from the B.O.D.

1.925 A candidate must be at least 18 mundane years of age to be on the B.O.D

Chair	Vice-Chair	Secretary	Treasurer	Cur Monarch	P.M.	Past Mon.
Voting	Voting	Voting	Voting	No Vote	No Vote	Voting
Full Voice	Full Voice	Full Voice				

1.93 Elections of the B.O.D. members

1.931 Nominations for B.O.D. members shall be made from the floor of the Kingdom Proper Allthing on the day of Prime Minister elections.

1.932 B.O.D. members shall be elected by a simple plurality vote of dues-paid members.

1.933 All B.O.D. elections shall be by secret ballot.

1.934 All elections shall be done in accordance with **Sec.3.41** and subpoints.

1.935 The B.O.D. shall elect its own officers by an open ballot, simple plurality vote.

1.9351 The officers of the B.O.D. shall be the Chairperson, Vice-Chairperson, Secretary, and Treasurer.

1.936 If a B.O.D. member prematurely leaves the B.O.D. for whatever reason, the newly elected B.O.D. member shall assume the duties and responsibilities of the office attained for the rest of the former B.O.D. members term.

1.937 The current Kingdom Monarch and the current Prime Minister are ex facto members of the B.O.D.

1.9371 The ex facto members of the B.O.D. have full voice, but may cast no vote at any B.O.D meetings.

1.938 Non-B.O.D. members may view any B.O.D. meeting but cast no voice or vote.

1.939 If any B.O.D. member, excluding ex facto members, misses three (3) meetings in a row or six (6) meetings total that member shall step down from the B.O.D. and an election shall immediately be held to replace that vacancy.

1.9391 If the former Kingdom Monarch misses the above stated, the next former Kingdom Monarch shall assume the duties of the vacated position.

1.94 Duties of Officers on the B.O.D.

1.941 Chairperson

1.9411 The Chairperson of the B.O.D. shall preside at all meetings of the B.O.D. and may call special meetings of the B.O.D.

1.9412 Shall countersign all contracts and vouchers of the Kingdom of the Golden Plains and shall perform such other duties as may be assigned to the Chairperson by the B.O.D. or which usually pertain to that office.

1.9413 Shall break all ties at all B.O.D. meetings and functions.

- 1.942 Vice-Chairperson
 - 1.9421 The Vice-Chairperson shall perform any and all duties of the Chairperson, Secretary, or Treasurer during the absence of disability of those positions.
 - 1.9422 Shall head advertising and all promotional activities of Amtgard: Kingdom of the Golden Plains.
- 1.943 Secretary of the B.O.D.
 - 1.9431 It shall be the duty of the Secretary to keep in books which are the property of Amtgard: Kingdom of the Golden Plains, a complete and clear record of the Kingdom's activities, and keep minutes of all B.O.D. meetings.
 - 1.9432 The Secretary shall call the role of the B.O.D. meetings and notify B.O.D. members of special meetings.
 - 1.9433 The Secretary shall attend to the correspondence of the Kingdom and all mundane organizations and/or persons.
 - 1.9434 The Secretary shall keep a reproduction of all correspondence on file and accessible to the Kingdom at all times.
 - 1.94341 May submit a reproduction of any and/or all correspondence to the Scribe for publication in club newsletter.
- 1.944 Treasurer of the B.O.D.
 - 1.9441 The Treasurer shall collect all dues and assessments payable to the Kingdom Proper and shall give receipts therefore.
 - 1.9442 Shall have custody of all funds of the Kingdom and shall make such disbursements therefrom as are directed by the Kingdom Proper Allthing.
 - 1.9443 Shall keep books of accounts containing an accurate record of all receipts and disbursements and funds of the Kingdom and shall give a report thereof to the Kingdom Proper Allthing at each meeting.
 - 1.9444 Shall sign, with the Chairperson all checks or vouchers for the payment of money by the Kingdom.
 - 1.9445 The books of the Treasurer shall be audited at the expiration of the Treasurer's term of office by the Prime Minister and a dues-paying member at large appointed thereof by the Monarch.
- 1.95 Restrictions of the B.O.D.
 - 1.951 The B.O.D. has no power whatsoever to add, alter, change, or delete or otherwise affect the Corpora or rule-book.
 - 1.952 The B.O.D has no status in order of precedence and no jurisdiction over internal club functions, excluding ex facto members.

2.0 Other Positions

2.1 Circle of Knights

- 2.11 Shall be composed of all Knight(s) who are residents of the Kingdom of the Golden Plains.
- 2.12 Any Amtgard member may approach the Circle of Knights for presenting candidates for Knighthood; however, it is good policy to approach the Guildleader of the Circle of Knights.
- 2.13 The Monarch must have the Circle of Knights approval by a simple, open ballot plurality vote for approval to Knight a candidate for Knighthood.
- 2.14 Shall observe group members of the Kingdom Proper and Greater for those qualified to receive Knighthood.
- 2.15 The Guildleader of the Circle of Knights of the Kingdom of the Golden Plains shall approach the Knight of another Kingdom if that Knight's squire resides in the Golden Plains and shall be receiving Knighthood.
- 2.16 Shall discuss any possible changes for Knighthood criteria to be presented to the Allthing.
- 2.17 Only a Knight may award a candidate Knighthood.
 - 2.171 If the Monarch is not a Knight, then the Guildleader of the Circle of Knights shall award the subject of Knighthood.
 - 2.1711 If the Guildleader of the Circle of Knights shall be receiving another Order of Knighthood, the Circle of Knights shall decide upon which Knight shall grant the Guildleader of the Circle of Knights his/her next Order of Knighthood.
 - 2.1712 Special circumstances concerning who should award a candidate Knighthood shall be taken into consideration by the Circle of Knights.
- 2.18 At every Crown Qualifications in February and August the Guildleader of the Circle of Knights shall be elected from and by the Circle of Knights, and that position is held for six (6) months.
- 2.19 The Guildleader of the Circle of Knights has the following responsibilities:
 - 2.191 Is the only one who may call Circle of Knights meetings.
 - 2.192 Shall break all ties in Circle of Knights meetings.
 - 2.193 Shall inform Knights of the Golden Plains that are absent from a Circle of Knights meeting of what transpired at the meeting.
- 2.1A If a Knight residing in the Golden Plains qualifies for another Order of Knighthood, the meeting concerning granting the Knight his/her next Order of Knighthood shall be held with the absence of the qualified Knight.
- 2.1B If the Guildleader of the Circle of Knights is qualified for another Order of Knighthood, the Circle of Knights may call an impromptu meeting without the Guildleader of the Circle of Knights.
 - 2.1B1 The Knight with the most Orders of Knighthood shall preside over the meeting and break all ties.
 - 2.1B2 If more than one Knight has an equal number of Orders of Knighthood, the Knight with the most seniority shall preside over the meeting and break all ties.

2.2 Colleges of Arts and Sciences

- 2.21 The non-fighting guilds shall have a Guildleader chosen every six (6) months at Crown Coronation. The Monarch shall choose the Science Guildleaders, and the Consort/Regent shall choose the Arts Guildleaders, both must agree on all ten (10). Newly appointed Guildleaders shall meet with the Regent at coronation and plan the next reigns activities.
- 2.22 The following are the core guilds:
 - 2.221 Arts -- Art, Garbers, Literature, Minstrels, Theatre
 - 2.222 Sciences -- Engineers, Gladiators, Heraldry, Sages, Smiths
 - 2.223 More guilds may be added by the decision of the Kingdom Proper Allthing.
- 2.23 Guildleaders are responsible for encouraging the application, growth, and interest of their particular guild.
- 2.24 Arts and Sciences Guildleaders have the following duties:
 - 2.241 Art -- aid the Scribe in supplying artwork- for the Kingdom Proper newsletter and aid the Guildleader of Heraldry in the design of club member's personal symbols.
 - 2.242 Engineers -- aid in design of special scenario battlefields, siege weapons, and structure construction of the like.
 - 2.243 Garbers -- inform the Monarch and Consort/Regent when a Garber credit should be awarded for the following reasons: armor construction, flag/banner construction, making garb for others, making garb for one's self (note that the Garber credits may be awarded in addition to other awards or orders).

- 2.2431 Aid the Consort/Regent in scheduling and location of garbing workshops.
- 2.244 Gladiators -- responsible for weekly fighter practices and aid the Champion in design and set-up of battlegame scenarios.
- 2.2441 Inform the Allthing when a person achieves a new weapon classification rating in dueling. Ratings are gained in each weapon class by the schedule that follows:

*Duels must be fought by 4 different opponents determined by the dueling/tournament organizers	
AA	Win twelve (12) or more consecutive duels*
A	Win six (6) or more consecutive duels*
B	Win a weapon class [four (4) or more duels]*
C	Place second or third in a weapon class [four (4) or more duels]

- 2.2442 Keep member's dueling records accurate and current.
- 2.245 Heraldry -- Collect and maintain personal symbols of all Kingdom Proper and Greater members and official organizations.
- 2.246 Literature -- Inform the Monarch and Consort/Regent when a smith credit should be awarded for sponsoring a club publication.
- 2.2461 Aid the Scribe in letters, articles, and editing of official newsletter.
- 2.247 Minstrels -- Aid the Court Bard in organization of musical performances at official Kingdom Proper ceremonies, aid in bardics, and maintain club songbook.
- 2.248 Sages -- Collect and maintain persona histories of all Kingdom Proper and Greater members and official organizations.
- 2.249 Smiths -- Inform the Monarch and Consort/Regent when a smith credit should be awarded for one of the following reasons: sponsoring a major Amtgard event, workshop, or any other comparable service to the club.
- 2.2491 Aid the Consort/Regent in the set-up and location of all cultural workshops.
- 2.24A Theatre -- Aid the Court Bard in organization of theatrical performances at official Kingdom Proper ceremonies and may opt to sponsor theatrical performances at Crown Coronation and Crown Midreign.

2.3 Court Bard

- 2.31 Appointment and dismissal is the Consort/Regents option.
- 2.32 Responsible for organization and performance of the arts and sciences at official Kingdom Proper functions and ceremonies.
- 2.33 May double as the Herald in the Court Herald's absence.

2.4 Court Herald

- 2.41 Appointment and dismissal is the Monarch's option.
- 2.42 Responsible for all announcements of policies and decisions of the Kingdom Proper Allthing and declarations of the Crown.
- 2.43 Responsible for announcing all persons wishing to address the Court and/or Kingdom Proper Allthing.
- 2.431 Maintains conduct of the floor of the Kingdom Proper Allthing.

2.5 Court Jester

- 2.51 Appointment and dismissal is the Consort/Regents option.
- 2.52 Responsible for humor and levity at official Kingdom Proper ceremonies.

2.6 Crown's Guard

- 2.61 No more than ten (10) people shall fill these slots, excluding the Champion, the Consort/Regents Defender and the Captain of the guard. They shall be chosen by the Monarch and Consort/Regent at Crown Coronation.
- 2.611 Five (5) guard members are chosen by the Monarch, and five (5) guard members are chosen by the Consort/Regent; all ten (10) must be approved of by the Monarch and Consort/Regent.
- 2.62 Shall escort the Crown and aid the Captain of the Crown's Guard in the Captain's duties.

2.7 Consort/Regent's Defender

- 2.71 Appointment and dismissal is the Consort/Regent's option.
- 2.72 Shall escort and serve the Consort/Regent in much the same way the Champion augments the Monarch.

2.8 Circle of Steel

- 2.81 Shall be composed of the captains of all Kingdom Greater companies with three (3) or more active members.
- 2.82 Shall organize and orchestrate company-related activities within the club.
- 2.83 Is responsible for battlefield activities during Crown Coronation and Crown Mid-reigns.
 - 2.831 Shall work with the Champion and Consort/Regent in this duty.
- 2.84 Every Crown Qualifications in February and August the Guildleader of the Circle of Steel is elected from and by the Circle of Steel, and that position is held for six (6) months.
- 2.85 The Guildleader of the Circle of Steel has the following responsibilities:
 - 2.851 The only one who can call Circle of Steel meetings.
 - 2.852 Shall break all ties in Circle of Steel meetings.

2.9 Circle of Lords

- 2.91 Shall be composed of all Lords and Ladies of all Kingdom Greater households with three (3) or more active members.
- 2.92 Shall organize and orchestrate household-related activities within the club.
- 2.93 Is responsible for the feast at Crown Mid-reign.
 - 2.931 Shall work with the Consort/Regent at Crown Coronation feast.
- 2.94 Every Crown Qualifications in February and August the Guildleader of the Circle of Lords is elected from and by the Circle of Lords, and that position is held for six (6) months.
- 2.95 The Guildleader of the Circle of Lords has the following responsibilities:
 - 2.951 The only one who can call Circle of Lords meetings.
 - 2.952 Shall break all ties in Circle of Lords meetings.

2.A Reeves' Guild

- 2.A1 Members are those who have passed the Reeves' or the Reeves'/Corpora test within the last six months with a score of 75 percent or better and have taken at least one Reeve credit in the past 6 months.
 - 2.A11 Passing score on the Reeves' and the Reeves'/Corpora test is 75 percent or better.
- 2.A2 While under the jurisdiction of the Guildleader of Reeves, the Reeves' have the following powers over the battlegames:
 - 2.A21 May add newcomers and adjust the teams to balance a game.
 - 2.A22 May call whether a hit on a person is valid.
 - 2.A23 May retrieve expended or discarded equipment.
 - 2.A24 May take time off a person's death if one died especially well, up to two (2) minutes.
 - 2.A25 May declare a person dead, or add time to a person's death if one persistently causes problems.
 - 2.A26 May declare the end of a game if play stagnates.
 - 2.A27 May appropriate additional Reeves if needed.
- 2.A3 Reeves are responsible for the following:
 - 2.A31 Shall ensure that the games are safe to participants and bystanders.
 - 2.A32 Shall take unsafe people or equipment off the battle or tournament fields.
 - 2.A33 Shall help the participants in their understanding of the games.

3.0 Club Government

3.1 Allthing

- 3.11 The Kingdom Proper Allthing shall be scheduled the second Sunday of each month.
 - 3.111 The Monarch may reschedule the Allthing with at least one weeks advance notice to the Kingdom members.
 - 3.112 The Monarch or Consort/Regent may call an emergency Allthing, if needed.
- 3.12 Anyone may attend the Kingdom Proper Allthing.
- 3.13 The Allthing may do the following:
 - 3.131 Discuss and vote on major expenditures of the club treasury.
 - 3.132 Discuss the future and priorities of the Kingdom Proper and Greater.
 - 3.133 Discuss possible reasons for removal of club officers and special circumstances for them retaining their positions.
- 3.14 Only dues-paid Kingdom of the Golden Plains residents as defined in Sec.9.10 may vote on presented policies and decisions.
- 3.15 Only the Monarch and Regent may call an Allthing.
 - 3.151 The Prime Minister may call an Allthing if the Monarch and Regent are confirmed absent on the day of the regularly scheduled Allthing.
 - 3.1511 The Champion may call an Allthing if the Monarch, Regent, and Prime Minister are confirmed absent on the day of the regularly scheduled Allthing.

3.2 Corpora and Bylaws for Amtgard: Kingdom of the Golden Plains and Amtgard: Handbook on the Rules of Play Changes

- 3.21 Problems that arise within the Corpora and Bylaws for Amtgard-Kingdom of the Golden Plains and/or Amtgard:Handbook on the Rules of Play shall be temporarily resolved by a decision of the Monarch and Prime Minister until the next Allthing, a duration of one (1) to three (3) weeks.
 - 3.211 The decision agreed upon by the Monarch and the Prime Minister shall be discussed by the Kingdom Proper Allthing and the final decision shall be made law to be added to the Corpora and Bylaws for Amtgard: Kingdom of the Golden Plains and/or Amtgard: Handbook on the Rules of Play.
- 3.22 Only a Kingdom Proper Allthing held in the Kingdom's Crown lands can permanently add, change, or delete from the Corpora and Bylaws for Amtgard: Kingdom of the Golden Plains or Amtgard: Handbook on the Rules of Play.
 - 3.221 Only Kingdom Proper residents as defined in **Sec.9.15** may vote on Corpora policies and decisions.
- 3.23 Final rulings shall be added to the Corpora and Bylaws for Amtgard: Kingdom of the Golden Plains and/or Amtgard: Handbook on the Rules of Play.
- 3.24 All groups within the Kingdom of the Golden Plains must abide by the Kingdom of the Golden Plains Corpora.
 - 3.241 Any decision made by a subsidiary group which is in contradiction to, or causes a conflict of interest, shall be considered null and void unless passed by the Kingdom Proper Allthing.

3.3 Dues and Policies of the Treasury

- 3.31 The Treasurer of the B.O.D. shall serve in the capacity of club treasurer.
 - 3.311 Dues-paid members are entitled to a copy of the Amtgard: Handbook on the Rules of Play, Corpora and Bylaws for Amtgard: Kingdom of the Golden Plains, and the group newsletter. However, note that the group is not obligated to provide materials to a member if the cost of reproduction exceeds the sum of their dues.
- 3.32 Receipts shall be given and recorded in the Kingdom ledger by the Treasurer of the B.O.D.
- 3.33 Dues are \$6 for six (6) months.

3.4 Elections

- 3.41 All elections shall be held and votes shall be gathered and counted by the Prime Minister and a dues-paying member at large chosen by the Guildleader of Reeves.
 - 3.411 If the Prime Minister and the Guildleader of Reeves is the same person, then the Consort/Regent shall choose the dues-paying member at large.
 - 3.412 Prime Minister elections shall be held by Guildleader of Reeves and a dues-paying member at large chosen by the Consort/Regent.

- 3.4121 If the current Prime Minister is running for re-election and is also the Guildleader of Reeves, then the Consort/Regent and a dues-paying member at large chosen by the Monarch shall hold the election and count the votes.
- 3.4122 If the current Guildleader of Reeves is running for the position of Prime Minister, than the Consort/Regent and a dues-paying member at large chosen by the Monarch shall gather and count the votes.
- 3.42 The winner of any election requires a simple plurality vote.
 - 3.421 All elections of club officers shall be done by secret ballot.
- 3.43 The following are the requirements for member eligibility to vote in any election, excluding Class Guildleaders:
 - 3.431 Residents must be dues-paid one (1) week prior to pertinent election. Unless special arrangements are made with both the Kingdom Treasurer and Kingdom Prime Minister during the week prior to the election.
 - 3.432 Shall be active as defined in **Sec.9.16**
 - 3.433 Shall be signed-in on the Prime Minister's sign-in sheet the day of pertinent elections.
 - 3.434 Shall have been a resident of the Kingdom of the Golden Plains for six (6) months to vote in any election.
 - 3.4341 For members of a Duchy, Barony, or a Shire which has been in existence for over 6 months, to vote in their local election, excluding Class Guildleaders and Kingdom level elections, members shall have been a resident of that group for three (3) months.
 - 3.435 Members must be in attendance at Kingdom Crown Qualifications in order to vote for Kingdom Monarch and Kingdom Consort/Regent. Members of Kingdom Greater unable to attend may cast their vote in their local election for Kingdom Monarch. If any member of the Kingdom Greater groups plan on attending Crown Qualifications, they must wait and vote in the regular election at Kingdom Proper on the Sunday of Crown Qualifications, and not in their own groups elections.
 - 3.4351 Kingdom Greater local elections may take place any time during the week and a half leading up to Crown Qualifications.
 - 3.4352 The winner of the Kingdom Greater local elections shall receive the prescribed number of votes listed below. In case the winner fails to qualify, the second place winner will receive the prescribed number of votes.

Group Size	# of Votes
Duchy	3
Barony	2
Shire	1

- 3.43521 A groups electoral vote may not exceed actual number of votes cast.
- 3.4353 These votes must be sent into the Kingdom Prime Minister by 6:00 pm The Sunday of Crown Qualifications, either by email, mail, or phone.
- 3.4354 All groups must still send a copy of their records so that their voting members can be verified by the Kingdom Prime Minister.
- 3.436 Only Kingdom Proper residents may vote for the Prime Minister and Kingdom B.O.D.
- 3.44 The following are the requirements for eligibility to vote for a fighting guild Guildleader:
 - 3.441 Shall have at least one (1) credit in a guild in the past six (6) months.
 - 3.442 Shall be a Kingdom Proper resident as defined in **Sec.9.15**
 - 3.443 Shall be signed-in on the Prime Minister's sign-in sheet the day of pertinent election.
- 3.45 The Crown may set a minimum attendance for determining legitimacy of elections before the election is held.
- 3.46 Eligibility to run for club positions:
 - 3.461 Eligibility to run for Kingdom Monarch, Kingdom Consort/Regent, and Champion:
 - 3.4611 Shall be active as defined in **Sec.9.16**
 - 3.4612 Shall be signed-in on the Prime Minister's sign-in sheet the day of pertinent election.
 - 3.4613 Shall be dues-paid at least one (1) week prior to pertinent election.
 - 3.4614 Shall pay \$5 for each position one is running for. Qualification fees are due before entering any item/event in Crown Qualifications. Unless special arrangements are made with both the Kingdom Treasurer and Kingdom Prime Minister during

- the week prior to the election.
- 3.46141 If the Treasurer of the B.O.D. is running for a position, the Crown Qualifications Coordinator shall act as Treasurer in this instance.
- 3.4615 Must pass the Reeves/Corpora test.
- 3.4616 Shall be a resident which is defined in **Sec.9.10** of this Corpora.
- 3.4617 Shall have been a resident of the Kingdom of the Golden Plains for six months Prior to the election.
- 3.46171 For a member of a Duchy, Barony, or a Shire which has been in existence for over 6 months, to run for Monarch, Regent, Champion of their local group, member shall have been a resident of that group for three (3) months prior to the election.
- 3.462 Eligibility to run for Prime Minister:
 - 3.4621 Shall be active as defined in **Sec.9.16**
 - 3.4622 Shall be signed-in on the Prime Minister's sign-in sheet the day of pertinent election.
 - 3.4623 Shall be dues-paid at least one (1) week prior to pertinent election.
 - 3.4624 All candidates for the election must be nominated and approved of by the scheduled Kingdom Proper Allthing before the election.
 - 3.4625 Must pass the Corpora test
 - 3.4626 Shall be a Kingdom Proper resident which is defined in **Sec.9.15** of this Corpora.
 - 3.4627 Shall have been a Kingdom Proper resident six months prior to the election.
 - 3.46271 For a member of a Duchy, Barony, or a Shire which has been in existence for over 6 months, to run for Prime Minister of their local group, member shall have been a resident of that group for three (3) months prior to the election.
- 3.463 Eligibility for the B.O.D.:
 - 3.4631 Shall be active as defined in **Sec.9.16**
 - 3.4632 Shall be signed-in on the Prime Minister's sign-in sheet the day of pertinent election.
 - 3.4633 Shall be dues-paid at least one (1) week prior to pertinent election.
 - 3.4634 Shall be a Resident which is defined in **Sec.9.10** of this Corpora.
 - 3.4635 Shall have been a Kingdom Proper resident for six months prior to the election.
- 3.464 Eligibility for Class Guildleaders:
 - 3.4641 Shall have signed-in on the Prime Minister's sign-in sheet at least once (1) in the past six months from the day of the pertinent elections.
 - 3.4642 Shall be a Kingdom Proper resident which is defined in **Sec.9.15** of this Corpora.
- 3.465 Eligibility for the Guildleader of the Circle of Knights:
 - 3.4651 Shall be a Knight who is a resident of the Golden Plains.
- 3.466 Eligibility for the Guildleader of the Circle of Lords:
 - 3.4661 Shall be a Lord or Lady of an official household.
 - 3.4662 Shall be a resident which is defined in **Sec.9.10** of this Corpora.
- 3.467 Eligibility for the Guildleader of the Circle of Steel:
 - 3.4671 Shall be a captain of an official company.
 - 3.4672 Shall be a resident which is defined in **Sec.9.10** of this Corpora.
- 3.47 The Monarch shall break any tied votes in any election.
 - 3.471 If the Monarch is directly involved in an election, the next highest, uninvolved non-assigned position shall break the tie.
 - 3.472 If the tie breaking decision comes down to fighting guild Guildleaders, the person who is the Guildleader of the most fighting guilds shall break the tie.
 - 3.473 If two (2) or more people are Guildleaders of the same amount of fighting guilds, then the Guildleader with the most guild members in one of their respective guilds shall break the tie.
 - 3.474 If circumstances dictate that the above procedure should prove ineffective, then a revote shall be cast.
- 3.48 A person shall not hold more than one (1) of the following offices at any one (1) time: Kingdom Monarch, Prime Minister, Kingdom Consort/Regent, or Champion.

3.5 Removing Club Officers

- 3.51 Can only be initiated by a petition signed by at least 20 percent of dues-paid members or if the Allthing wishes to remove the member from his/her current position for applicable and pertinent reasons relating to that respective position's duties.
 - 3.511 To protect those who have signed the petition, the Monarch, Prime Minister, and Guildleader of Reeves will act as witnesses that the petition is valid.
 - 3.512 If the Monarch, Prime Minister, or Guildleader of Reeves is the object of the petition, then the two (2) non-affected positions and the Consort/Regent shall act as the three (3) witnesses.
 - 3.513 If a person holds more than one (1) of the three (3) positions, the Consort/Regent shall act as the third witness.
 - 3.5131 If a person holding more than one (1) of the three (3) positions is the object of the petition, then the Champion shall act as the third witness.
- 3.52 Requires 2/3 vote of all active Kingdom Proper Residents as defined in **Sec.9.15 & Sec.9.16** for removal.
 - 3.521 Voting shall be done by secret ballot.
 - 3.522 Voting shall be done in accordance with **Sec.3.41** and subpoints.
 - 3.5221 If the Prime Minister is the object of the petition, then the next highest, uninvolved, non-assigned position and a dues-paid member at large chosen by the Monarch shall gather and count the votes.
 - 3.523 Petitions shall be acted upon as soon as their validity is established.
- 3.53 Guildleaders of fighting guilds may be removed from office by a 2/3 vote of all guild members of that particular fighting guild and approval of the Allthing.
 - 3.531 Voting shall be done in accordance with **Sec.3.41** and subpoints.
 - 3.5311 If the Prime Minister is the object of the petition, then the next highest, uninvolved, non-assigned position and a dues-paid member at large chosen by the Monarch shall gather and count the votes.

4.0 Honors and Awards

4.1 Knighthood

- 4.11 The Monarch may knight people into any of the four (4) orders with the majority approval of the Circle of Knights. Although not required, candidates for Knighthood should have achieved the criteria listed. Knighthood should be considered as the honing of one's life in Amtgard, not it's culmination. Note that the achievement of criteria set forth does NOT automatically grant Knighthood.
 - 4.111 Shall be a resident of the Kingdom of the Golden Plains which is defined in **Sec.9.10** of this Corpora.
 - 4.112 Candidates for Knighthood must be a resident of the Kingdom of the Golden Plains for at least 6 months prior to the Knighting.
- 4.12 The Orders of Knighthood:
 - 4.121 Order of the Crown
 - a. a civil order for serving in the highest positions of the Kingdom
 - b. colors: white trimmed in gold
 - c. requirements: complete two (2) terms as Kingdom Monarch, or complete three (3) terms in any combination of the following four (4) positions: Kingdom Monarch, Prime Minister, Kingdom Consort/Regent, Champion
 - 4.122 Order of the Flame
 - a. a service order for contribution to the club
 - b. colors: white trimmed in red
 - c. requirements Master/Mistresshood in the Lion/Gryphon, Rose, and/or Smith
 - 4.123 Order of the Serpent
 - a. an achievement order for excellence in the arts and/or sciences
 - b. colors: white trimmed in green.
 - c. requirements: Master/Mistresshood in the Dragon, Garber, and/or Owl
 - 4.124 Order of the Sword
 - a. a military order for fighting skills and battle and tournament field prowess
 - b. colors: white trimmed in silver
 - c. requirements: all of the following titles and honors: Defender, Warlord, Weaponmaster

(equivalent tournament success and/or excellence on the battlefield shall be considered)

- 4.13 A Knight may choose to take squires.
 - 4.131 The garb of a Squire is a red belt.
 - 4.132 The garb of a Page is a yellow belt.
 - 4.133 The garb of a Man at Arms is a black belt.

4.2 Master/Mistresshood In the Order and Service Guilds

- 4.21 Awarded by the Kingdom Monarch's discretion for achieving the criteria set forth.
- 4.22 Denotes excellence in contributions to the club in the guild listed (see explanations of the orders and services themselves, listed in **Sec.4.4** of this Corpora).
- 4.23 Specific types of Master/Mistresshood:
 - 4.231 Dead (order) -- 10 beheadings in a Kingdom court
 - 4.232 Dragon (order) -- 10 orders of the Dragon
 - 4.233 Garber (service) -- 12 Garber credits
 - 4.234 Lion/Gryphon (order) -- any combination of orders of the Lion and orders of the Gryphon that add up to 10
 - 4.235 Owl (order) -- 10 orders of the Owl
 - 4.236 Reeve (service) -- 12 official Reeve credits
 - 4.237 Rose (order) -- 10 orders of the Rose
 - 4.238 Smith (service) -- 12 smith credits
 - 4.239 Warrior (order) -- 10th level order of the Warrior
 - 4.2391 designated title: Warlord

4.3 Master/Mistresshood in the Fighting Guilds

- 4.31 Master/Mistresshood in the fighting guilds is given to those who have gone above and beyond the definitions of that class.
 - 4.311 Discretion of Kingdom Monarch and Guildleader of the respective guild.
 - 4.3111 If the Guildleader is being considered for Master/Mistresshood then the Guildleader has no decision-making powers concerning one's own Master/Mistresshood.
- 4.32 Criteria for Master/Mistresshood in a fighting guild is having twelve (12) or more credits in that class.
- 4.33 One may achieve Master/Mistresshood in any of the following guilds:
 - 4.331 anti-paladin, archer, assassin, barbarian, bard, druid, healer, monk, monster, paladin, scout, warrior, wizard
- 4.34 Basis for awarding Master/Mistresshood:
 - 4.341 Good play in persona
 - 4.342 Through knowledge of class rules and concept
 - 4.343 Quality garb and equipment
- 4.35 This does not affect experience and is independent of levels gained.
- 4.36 Garb for a Master/Mistress in the fighting guilds is a diagonal strip or favor in the color of their respective guild.
 - 4.361 Colors are as follows:

Class	Reserved Masterhood Color
Anti-Paladin	Black
Archer	Silver
Assassin	Black w/ Red Diagonal Slash
Barbarian	Tan
Bard	Purple
Druid	Brown
Healer	Red
Monk	Gray
Monster	Lavender
Paladin	White
Scout	Green
Warrior	Blue
Wizard	Yellow

4.4 Orders

- 4.41 Order of the Dead
 - given by: the Crown -- Monarch or Consort/Regent
 - given for: good roleplay within the spirit of Amtgard
 - limitations: none
 - note: Order of the Dead is awarded when the subject is beheaded
- 4.42 Order of the Dragon
 - given by: the Crown -- Monarch or Consort/Regent
 - given for: outstanding achievements in the arts
 - limitations: none
- 4.43 Order of the Flame
 - given by: the Monarch
 - given for: outstanding contributions to the club
 - limitations: must be given to a group and only one (1) may be given in each Monarchs reign
- 4.44 Order of the Gryphon
 - given by: the Monarch
 - given for: chivalry, courage, and honor on the battle and tournament fields
 - limitations- none
- 4.45 Order of the Hydra
 - given by: the Monarch
 - given for: entering sufficient Crown Qualifications material to qualify for Monarch, Consort/Regent, and/or Champion
 - limitations: each person may only receive one (1) per Crown Qualifications
- 4.46 Order of the Jovious
 - given by: the Monarch
 - given for: outstanding attitude
 - limitations: only one (1) may be given in each reign
- 4.47 Order of the Lion
 - given by: the Crown -- Monarch or Consort/Regent
 - given for: outstanding traits of service and loyalty to the club
 - limitations: none
- 4.48 Order of the Mask
 - given by: the Monarch
 - given for: outstanding portrayal of a persona
 - limitations: only one (1) may be given in each reign
- 4.49 Order of the Owl
 - given by: the Crown -- Monarch or Consort/Regent
 - given for- outstanding achievement in the sciences
 - limitations: none
- 4.4A Order of the Pegasus
 - given by: The Crown – Monarch or Consort/Regent
 - Given for: Successful sponsorship of a new player
 - Limitations: only one (1) may be given per new player sponsored
- 4.4B Order of the Prometheus
 - given by: The Crown – Monarch or Consort/Regent
 - given for: Innovative Design in the Arts and Sciences
 - limitations: none
- 4.4C Order of the Rose
 - given by: the Crown -- Monarch or Consort/Regent
 - given for: beneficial service to the club
 - limitations: none
- 4.4D Order of the Petal (5 Petals = 1 Rose)
 - given by: the Crown -- Monarch or Consort/Regent
 - given for: beneficial service to the club
 - limitations: none

- 4.4E Order of the Walker of the Middle
 given by: the Monarch
 given for: epitome of the ideal and conduct of Reeves
 limitations: a person may never receive more than one (1)
- 4.4F Order of the Gold
 given by: the Monarch
 given for: new members who have attained both Garb and weapons within one (1) month of joining Amtgard.
 limitations: a person may never receive more than one (1)
- 4.4G Order of the Warrior
 given by: Monarch
 given for: battle and tournament field prowess
 limitations: higher levels are increasingly difficult to attain:

Level	Title	Color	Animal	Dueling Criteria
1	Peasant	Green	Snake	Win 3 Consecutive
2	Novice	Blue	Boar	Win 5 Consecutive
3	Apprentice	Red	Mongoose	Win 7 Consecutive
4	Militia	Brown	Bear	Win 9 Consecutive
5	Grunt	Rust	Hawk	Win 11 Consecutive
6	Journeyman	Gray	Wolf	Win 13 Consecutive
7	Swordsman	Orange	Tiger	Win 15 Consecutive
8	Sage	Black	Panther	Win 17 Consecutive
9	Hero	Purple	Dragon	Win 19 Consecutive
10	Warlord	Red w/ Yellow Border	Phoenix	Win 21 or more Consecutive

4.4G1 Battlefield commendations are given with orders above 5th level and are only awarded for outstanding success in quests and tournaments. The higher the level the more difficult it is to achieve more orders of the Warrior.

- 4.4H Order of the Zodiac
 given by - the Monarch
 given for: outstanding contributions in any one (1) month
 limitations: only one (1) may be given each month
- 4.4I Garber Credit
 given by: the Crown -- The Monarch or Consort/Regent
 given for: making garb for others or one's self
 limitations: none
- 4.4J Smith Credit
 given by: the Crown -- The Monarch or Consort/Regent
 given for: sponsoring a major event, official publication, workshop, or any other comparable service to the club
 limitations: none

4.5 Titles of Nobility and Lesser Titles of Honor

- 4.51 Grand Duke/Grand Duchess
 equivalents: Grand Doge, Grand Dux, Grand Herzog
 criteria: serve as Kingdom Monarch for at least three (3) terms, discretion of Kingdom Monarch
- 4.52 Arch Duke/Duchess
 equivalents: Arch Doge, Dux, Herzog, Shogun
 criteria: serve as Kingdom Monarch for at least two (2) terms, discretion of Kingdom Monarch
- 4.53 Duke/Duchess
 equivalents: Doge, Dux, Herzog, Shogun
 criteria: serve as Kingdom Monarch for at least one (1) term, discretion of Kingdom Monarch
- 4.54 Count/Countess
 equivalents: Comes, Comite, Earl, Graf Grafin, Jarl
 criteria: serve as Kingdom Monarch or Kingdom Consort/Regent for at least one (1) term, discretion of Kingdom Monarch

- 4.55 Marquis/Marquise
 equivalent: Marchioness, Margrave, Mark, Markgraf
 criteria: serve in each of the following positions at least once: Kingdom Monarch, Prime Minister, Kingdom Consort/Regent, discretion of Kingdom Monarch
- 4.56 Viscount/Viscountess
 equivalents: Vicomte, Vizconde,
 criteria: have held the following positions: Champion of the Kingdom, Kingdom Weaponmaster, discretion of Kingdom Monarch
- 4.57 Baron/Baroness
 equivalents: Daimyo, Thane
 criteria: serve the club at least one (1) term as Prime Minister of the Kingdom or Monarch of a Duchy group, discretion of Kingdom Monarch
- 4.58 Baronet/Baronette
 criteria: serve the Kingdom as pro-tem in any of the following: Monarch, Prime Minister, Consort/Regent or serve at least one (1) term as Consort/Regent of a Duchy group, discretion of Kingdom Monarch
- 4.59 Lord/Lady (lesser title)
 equivalents: Dom, Senator
 criteria: serve a Duchy group at least one (1) term as Chancellor or serve at least one (1) term as Monarch of a Barony group, discretion of Kingdom Monarch
- 4.5A Defender (lesser title)
 criteria: serve the club at least one (1) term as Champion, discretion of Kingdom Monarch

5.0 Order of precedence

Order	Type	Title
1	Royalty	Kingdom Monarch
2	Royalty	Kingdom Prime Minister
3	Royalty	Kingdom Regent
4	Nobility	Grand Duke / Grand Duchess
5	Nobility	Arch Duke / Arch Duchess
6	Nobility	Duke / Duchess
7	Nobility	Count / Countess
8	Nobility	Kingdom Champion
9	Nobility	Marquis / Marquise
10	Nobility	Viscount / Viscountess
11	Nobility	Baron / Baroness
12	Nobility	Baronet / Baronette
13	Peerage	Knighthood
14	Peerage	Warlord
15	Title of Honor	Lord / Lady
16	Title of Honor	Defender
17	Office	Kingdom Guildleader of Reeves
18	Office	Kingdom Captain of the Crown's Guard
19	Office	Kingdom Scribe
20	Office	Kingdom Guildleader: All other Guilds
21	Office	All Other Kingdom Court Positions
22	Office	Kingdom Royal Guardsmen
23	Office	Master/Mistresshood: Order and Service Guilds
24	Office	Captain (Company) , Lord / Lady (Household)
25	Office	Lieutenant (Company)
26	Office	Sergeant (Company)
27	Office	Master/Mistresshood: Fighting Guilds
28	None	Squire
29	Office	Kingdom Reeves Guild Members
30	None	Page , Man-at-Arms
31	None	Populace

6.0 Month of the Crown

6.1 Schedule of the Month of the Crown

6.11 These events occur twice a year during the months of February and August.

Event	Point of Contact	Date Due
Candidate Notices	Kingdom Prime Minister	2 weeks prior to Crown Quals
Candidate Biographies	Kingdom Prime Minister	2 weeks prior to Crown Quals
Dues Deadline	Kingdom Treasurer	1 week prior to Crown Quals
Crown Qualifications	Qualifications Coordinator	2 weeks prior to Crown Coronation
Guildleader Elections	Kingdom Prime Minister	2 weeks prior to Crown Coronation
Crown Tournament	Qualification Coordinator	2 weeks prior to Crown Coronation
Relic Quest	Current Relic Holders	1 week before Coronation
Crown Coronation	Stepping Down Royalty	1 st week in March & Sept.
Weaponmaster	Reeves Guild	2 weeks after Crown Coronation

6.12 Event: Crown Qualifications

Date: two (2) weeks prior to the Crown Coronation

Sponsor: highest uninvolved club officer (excluding Prime Minister) not running for Monarch, Consort/Regent, and/or Champion, and is not entered in Crown Qualifications events, this person is known as Crown Qualifications Coordinator during the period of Crown Qualifications.

6.13 Event: Guildmaster Elections

Date: Crown Qualifications

Sponsor: Prime Minister

6.14 Event: Crown Tournament

Date: Crown Qualifications

Sponsor: Crown Qualifications Coordinator

Note: this tournament is for members who have qualified and are running for the position of Champion.

The winner shall be Champion for six (6) months.

6.15 Event: Crown Coronation

Date: first weekend in March and September

Sponsor: stepping down Kingdom Consort/Regent

6.16 Event: Weaponmaster Tournament

Date: two (2) weeks after Crown Coronation

Sponsor: Reeves Guild

Note: this is a passage of arms in varied weapon classes. It is held in a tournament format, and the winner shall hold the title of Weaponmaster for six (6) months until the next such tournament.

6.161 The current Weaponmaster shall replace as a judge of weapons and armor for safety, and legality if the Monarch, Champion, or Guildleader of Reeves is absent.

6.2 Crown Qualifications

6.21 Any resident of the Kingdom of the Golden Plains may enter Crown Qualifications events.

6.211 Crown Contestants shall announce in a written format to the Prime Minister which position/positions one is running for at least three (3) weeks before elections are held.

6.22 Contestants running for Monarch, Consort/Regent and/or Champion must enter a minimum of required events as set forth below:

6.221 Monarch -- six (6) cultural; six (6) warskill

6.222 Consort/Regent -- eight (8) cultural; four (4) warskill

6.223 Champion -- four (4) cultural; eight (8) warskill

6.23 If contestant is running for two (2) or more positions, one must meet minimum required events stated for those positions, i.e. if running for Consort/Regent and Champion positions must enter eight (8) cultural and eight (8) warskill.

6.24 Multiple entries are allowed in a category, but a single entry may not be entered in more than one (1) contest.

6.241 Only the highest scoring entry of a contestants multiple entries in a single category shall count towards the total required points.

6.242 Contestants entering cultural entries must complete at least 90 percent of the work on the entry before it may be entered into competition.

6.2421 All work stated is based on each contestant's honor.

6.25 Qualifications Coordinator shall sponsor a minimum of ten (10) cultural and ten (10) warskill categories.

- 6.26 Cultural entries shall be judged by five (5) members assigned by the Qualifications Coordinator. The five (5) judges shall be non-involved, i.e. not a Crown contestant or entering an entry in a cultural category.
- 6.261 Each cultural entry is scored in a range of zero (0) to five (5).
- 6.2611 Scores of zero (0) being the lowest and five (5) being the highest.
- 6.2612 All of the judges' scores are averaged to the tenth and that is the final score for that entry.
- 6.26121 Crown Qualifications Coordinator has the option of eliminating the highest and lowest judges' scores and averaging the three (3) remaining scores, and that is the final score for that entry; however, Crown Qualifications Coordinator shall use this procedure on all entries.
- 6.27 Warskill categories are scored as follows:
- 6.271 Five (5) points for first place in a warskill category
- 6.272 Three (3) points for second place in a warskill category
- 6.273 One (1) point for third place in a warskill category
- 6.28 Contestants must meet minimum required total required points for position desired.
- They are as follows
- 6.281 35 total points for Monarch
- 6.282 30 total points for Consort/Regent
- 6.283 25 total points for Champion
- 6.29 If a contestant is running for two (2) or more positions, one must meet minimum required points for position requiring higher points.
- 6.291 If contestant does not meet necessary required minimal points for position requiring higher points, yet meets minimum required points for position requiring lesser amount of points, contestant may still run for position requiring lesser points, if entered.
- 6.2A Crown Qualifications shall be scheduled for cultural events on the first day, and warskill events on the second day at the Kingdom seat.
- 6.2B Final voting results shall be announced two (2) hours after warskill events are completed.

7.0 Group Relations in Amtgard

7.1 Types of Groups

- 7.11 Amtgard as a whole is broken up into four (4) types of groups: beginning (Shire), small (Barony), medium (Duchy), and large (Kingdom). They are defined as follows.
- 7.111 A beginning group affiliated with a Kingdom shall go through a recommended one (1) year preliminary period. During that period, the group shall be called a Shire.
- 7.1111 Monarch shall have the title of Mayor.
- 7.1112 Prime Minister shall have the title of Vizier.
- 7.1113 Consort/Regent shall have the title of Seneschal.
- 7.1114 Champion shall have the title of Sheriff
- 7.1115 The Monarch of a Shire may grant the following awards:
- 7.11151 All the orders, up to second level, as listed in this Corpora excluding Warlord or Knighthood.
- 7.11152 Garber and Smith credits up to second level.
- 7.112 The members of a Shire shall elect their Mayor, Vizier, and Seneschal among all members of the Shire.
- 7.1121 The Mayor shall sponsor a combat tournament immediately after elections, the winner shall become Sheriff for six (6) months.
- 7.113 Barony groups shall meet all of the requirements listed below:
- 7.1131 Recommended One (1) year in existence.
- 7.1132 Documentation of sustained weekly attendance not less than 20 members per event.
- 7.114 Small groups may call themselves a Barony or Fiefdom.
- 7.1141 Monarch of a Barony group shall have title as listed below, according to the name of the group:
- 7.11411 Barony--Baron/Baroness
- 7.11412 Fiefdom --Lord/Lady

- 7.1142 Prime Minister of a Barony group shall have the title of Vizier.
- 7.1143 Consort/Regent of a Barony group shall have the title as listed below, according to the name of the group:
 - 7.11431 Barony -- Baronial Consort or Regent
 - 7.11432 Fiefdom -- Lord or Lady's Consort or Regent
- 7.115 The Monarch of a Barony group may grant the following awards.
 - 7.1151 All the orders up to fifth level as listed in this Corpora excluding Warlord or Knighthood.
 - 7.1152 Garber and Smith Credits up to fifth level
- 7.116 Additional duties of Monarchs, Viziers, and Consort/Regents of beginning and small groups.
 - 7.1161 Dues and the group treasury shall be taken care of by the Vizier.
 - 7.1162 Advertising shall be taken care of by the Monarch.
 - 7.1163 Correspondence shall be taken care of by the Consort/Regent.
- 7.117 Barony groups requesting Duchy group status must follow these steps.
 - 7.1171 Signatures of mundane names of no less than 3/4 majority of the Barony group's dues-paying members on a petition requesting Duchy group status.
 - 7.1172 To achieve Duchy group status, group must have approval of the Kingdom Proper Allthing.
 - 7.11721 The Kingdom Monarch awards the Barony group Duchy group status.
- 7.118 Duchy groups shall meet the requirements listed below:
 - 7.1181 Recommended Two (2) years in existence.
 - 7.1182 Documentation of sustained weekly average attendance of 40 sign ins per event.
 - 7.1183 Utilization of the Crown Selection process to that of Crown Qualifications as listed in **Sec.6.0** of this Corpora.
- 7.119 Medium groups may call themselves a Duchy, County, Marquessate, or Viscounty.
 - 7.1191 Monarch of a Duchy group shall have the title as listed below, according to the name of the group:
 - 7.11911 Duchy -- Duke/Duchess
 - 7.11912 County -- Count/Countess
 - 7.11913 Marquessate -- Marquis/Marquise
 - 7.11914 Viscounty -- Viscount/Viscountess
 - 7.1192 The Prime Minister of a Duchy group shall have the title of Chancellor.
 - 7.1193 Consort/Regent of a Duchy group shall have the title as listed below, according to the name of group:
 - 7.11931 Duchy -- Duke or Duchess' Consort or Regent
 - 7.11932 County -- Count or Countess' Consort or Regent
 - 7.11933 Marquessate -- Marquis or Marquise's Consort or Regent
 - 7.11934 Viscounty -- Viscount or Viscountess' Consort or Regent
- 7.11A The Monarch of a Duchy group may grant the following awards:
 - 7.11A1 All the orders up to eighth level listed in this Corpora, excluding Warlord and Knighthood.
 - 7.11A2 Garber and Smith Credits up to eighth level
- 7.11B Duchy groups requesting Kingdom group status must follow these steps:
 - 7.11B1 Signatures of mundane names of no less than 3/4 of the Duchy group's dues-paying members on a petition requesting Kingdom group status.
 - 7.11B2 A majority agreement by the Monarchs, Prime Ministers, and Consort/Regents of all Kingdoms in existence. A positive vote by a majority of these club officers allows ascension to Kingdom group status. A negative vote by these club officers must be detailed and justified in a written document to be presented to the Populace of all Amtgard political entities (whether holding large group status or smaller) involved. Declined potential large groups may request Kingdom group status again six (6) months later at the declined group's Coronation.
- 7.11C Kingdom groups must meet all the requirements listed below (large groups are known as Kingdoms).
 - 7.11C1 At least two (2) years in existence.
 - 7.11C2 Have 75 members signed-in per event.
 - 7.11C3 Must have achieved Non-Profit Corp. Status
 - 7.11C4 Kingdoms may not form within 150 miles of another Kingdom's Crown lands.

7.11D Kingdom groups have all powers listed in this Corpora and/or have the right to change its Corpora to suit their governmental needs.

7.11E Only the Kingdom Monarch, Consort/Regent and the Prime Minister have the authority to instantly accept a new group. Anyone may sponsor a group pending the ratification at a Kingdom Allthing.

7.2 Relations of Kingdom Proper and Greater

7.21 Relations between Monarchs

7.211 If Kingdom Monarch is attending Kingdom Greater ceremony, Kingdom Monarch shall preside over ceremony.

7.2111 Kingdom Monarch may opt to allow the Monarch of the respective medium, small, or beginning group to preside over ceremony at which the Kingdom Monarch is attending.

7.212 Monarchs of all sized groups should maintain correspondence as to what activities are occurring in their respective group to the Kingdom Monarch.

7.213 Situations that arise in medium, small, or beginning groups which the Monarch is concerned with pertaining to their office should consult the Kingdom Monarch for assistance.

7.22 Relations between Prime Minister and Kingdom Greater Chancellors and Viziers.

7.221 Chancellors and Viziers shall give or send a reproduction and/or update of member information files (persona sheet, waiver, personal symbol, and the like) of their respective group bi-monthly to the Prime Minister.

7.222 The Prime Minister has the authority to correct any problems concerning the duties of Chancellors and Viziers.

7.223 Chancellors and Viziers shall give or send a reproduction of all official publications to the Prime Minister upon time of the publication's release.

7.224 All Kingdom Greater households and companies shall be registered with the Prime Minister to be considered official.

7.23 Relations between Consort Regents

7.231 Consort, Regents of medium, small, and beginning groups shall give Kingdom Consort/Regent a list of all Arts and Sciences Guildleaders of their respective group within each reign.

7.232 Consort/Regents of medium, small, and beginning groups may consult Kingdom Consort/Regent on ideas how to increase cultural activities within their respective group.

7.233 Consort/Regents of medium, small, beginning groups may opt to consult Kingdom Consort/Regent on ideas concerning the respective group's Mid-reign, if sponsoring one, and Coronation.

7.24 Qualifications for Master/Mistresshood of fighting, order, and/or service guilds of members living in Kingdom Greater.

7.241 Members living in a medium, small or beginning groups are required to have at least five (5) orders in an order guild or six (6) credits in a service guild given to the member by the Kingdom Crown along with the minimum required orders or credits in the respective guild to qualify the member for **Master/Mistresshood** in an order or service guild.

7.2411 Medium, small, or beginning group's Crowns can only give five (5) orders towards **Master/Mistresshood** in an order or science guild to a member of their respective group, yet the Crown has no limitation on how many orders may be given.

7.2412 Master/Mistresshood of the **Order of the Warrior** (Warlord) can only be gained by winning 21 or more consecutive duels in official and/or declared Kingdom Crown Tournaments.

7.242 The Crown of a medium, small, or beginning group may request the Kingdom Monarch to give a **Master/Mistresshood of a fighting guild** to a member of their respective group.

7.25 Any group shall go through a one (1) year grace period before following the requirements for voting or running for a position except for **Sec.3.431** after the first election as listed in this Corpora.

7.26 Small and beginning groups shall have no B.O.D.

7.261 The Kingdom Proper B.O.D. shall have jurisdiction of mundane affairs of small and beginning groups.

7.27 Duchy sized groups are required to have their own B.O.D.

8.0 Programs within the Kingdom of the Golden Plains

8.1 Sponsorship Program

- 8.11 The Sponsorship Program is designed to aid newcomers to Amtgard learn and play by the rules, know the fighting guilds, know the Corpora, and own quality garb and equipment.
- 8.12 To be a Sponsor, one must be a member of Amtgard at least one (1) year, be third level in a fighting guild, be a resident of the Kingdom of the Golden Plains.
- 8.13 Requirements for a sponsoree to end one's Sponsorship Program:
 - 8.131 Sponsoree must have minimum required garb for their chosen fighting guild.
 - 8.132 Sponsoree must have Amtgard legal weapons.
 - 8.133 Sponsoree must take and pass second level test of their chosen fighting guild to end their sponsorship period if all other requirements are met.
 - 8.134 The test shall be conducted as listed in **Sec.I.8342** in this Corpora.
- 8.14 After successful completion of Sub-points 8.131, 8.132, and 8.133 the sponsor may receive 2 credits in any class in which the sponsor is eligible.

9.0 Definitions

- 9.10 Resident - One who has their member information file possessed and maintained by the Prime Minister.
- 9.12 Kingdom Seat - Amarillo TX
- 9.13 Kingdom's Crown lands- Amarillo TX
- 9.14 Kingdom Proper - Amarillo, TX
- 9.15 Kingdom Proper Resident - One who has their member information file possessed and maintained by the Kingdom Prime Minister and maintaining one's dues with the Treasurer of the Kingdom B.O.D.
 - 9.151 A resident of the Kingdom of the Golden Plains may only pay their dues to the treasurer of the group that one regularly attends.
- 9.1511 Regularly is defined as what playing field one's majority of credits are attained.
- 9.16 Active - Defined as having signed-in on the Prime Minister's sign-in sheet eight (8) times in the past six (6) months.