

Corpora of the Land of the Rising Winds

The Rising Winds is a nonprofit corporation in the State of Indiana with several sub-organizations located around the globe. The Rising Winds is the only official legal entity and all business dealings shall go through the Rising Winds and the Board of Directors.

The Rising Winds is a medieval recreation society that uses the rules set forth in the Amtgard rules of play as well as the rulings of the Interkingdom Rules Committee for Amtgard (IRCA). The most current official version of the rules shall be officially adopted by the organization.

The Rising Winds is a social organization set up to foster medieval recreation and sport in a safe environment. The safety of the membership is paramount.

The Rising Winds is a secular organization that will not discriminate based on race, religion or creed. All members of the organization are bound by this document, the Corpora, and the Bylaws document of the Rising Winds.

Introduction to Amtgard

Amtgard is a vehicle of recreation. This Corpora and the Rulebook of Play are guidelines to aid in the interaction of people who participate in this game.

Standard Disclaimers

- Amtgard officials (B.O.D. Members, Monarch, Prime Minister, Champion, Guildmaster of Reeves, etc.) are not responsible for any injuries sustained while playing Amtgard.
- Amtgard does not provide for religious affiliation. We are a non-sectarian organization.
- Amtgard does not condone any illegal activity or physical violence against another person.

Note on General References

- With the exception of section X (subgroups) all general references (officers, events, etc.) shall refer to Kingdom level equivalents.

I. Membership

1. Membership is limited to persons who have signed a waiver, and attend official meetings and events in groups and locations officially recognized by the Board of Directors of the Rising Winds.
2. Any member under the age of 18 may only join if their parent or legal guardian signs their waiver.
3. No person under the age of 14 may be a member unless their parent or legal guardian is present at all functions the member takes part in and has the permission of the highest-ranking official present.
 - a. If the highest-ranking official present is not the monarch, the monarch may veto or approve this action upon his or her arrival.
4. Membership is divided into two classes:
 - a. General Populace
 - i. This group consists of all members who attend official meetings and events. Other than attendance and adherence to the rules, clarifications, and decisions of the governing body of the Rising Winds, there is no further requirement.
 - ii. This is a non-voting membership. They may not vote in any officer election or Althing meeting.
 - b. Members in Good Standing
 - i. This group consists of all members who attend official meetings and events and who adhere to the rules, clarifications, and decisions of the governing body of the Rising Winds.
 - ii. The person must have been on the records as an attending member of the Rising Winds for six months.
 - iii. The person must be dues paid during the current reign.
 1. Dues are \$6 for each six-month period
 - iv. Must be at least 14 years of age
 - v. The person must identify the official park within the Rising Winds that they attend (A.K.A. Home Park). This should be the park they attend most, although in the case of a member who attends more than one park regularly, they may opt to select whichever park they choose.
 - vi. This membership class grants the following benefits:
 1. May vote in elections and althings
 2. May run for any office of their park or any Kingdom office as long as they also meet the other requirements for the given position.
5. Membership Requirements
 - a. All members of the Rising Winds will obey federal law and the laws of the state in which they are in.
 - b. All members of the Rising Winds are personally responsible for their own behavior. Any physical damage to non-Rising Winds property, public property, or any other unbecoming behavior demonstrated by an individual at a Rising Winds event is the responsibility of the individual alone. The Rising Winds will not be held financially or criminally responsible for such behavior
6. Credits
 - a. All members who attend and play their class at an officially scheduled meeting or function shall gain one credit.
 - b. If a member attends more than one event in one week (running from Sunday through Saturday), then each additional event attended will result in an additional quarter (.25) credit.
 - c. Regardless of the number of sessions attended, a member may only receive a maximum of 1.25 credits per week for attending events.

- d. Should a member travel over 150 miles each way to take part in any official event, then the member is awarded an extra one credit. Only one travel credit may be awarded per week. Travel is calculated from home park to visiting park.
- e. Attendance for special events, such as Coronation and Midreign, will result in the award of three credits for an attending member. The additional travel credits will not be awarded for these events.
- f. A member attending and taking part in Qualifications or Dragonmaster/Weaponmaster shall be awarded two credits.
- g. Attendance of events in other kingdoms will result in the award of credits equal to what the other kingdom normally awards (at the discretion of the Rising Winds governing body).

II. Elected Officers

1. The Rising Winds shall have the following officers and requirements.
2. The following offices may not hold any other in-game office: Monarch, Regent, Prime Minister, Champion, and Guildmaster of Reeves.
 - a. Should an individual in one of these positions decide to run for another office, they shall step down from their position by the Qualifications Event prior to the election except in the event their position's term ends at the resolution of the election.
 - b. A member may only declare for one of these offices at a time and may not run for any other office simultaneously.
3. Monarch
 - a. Office Responsibility
 - i. The Monarch is responsible for public relations and Amtgard's interaction with mundania at Kingdom and Inter-Kingdom events. This includes but is not necessarily limited to:
 1. Recruiting
 2. Speaking to interested passersby or delegating someone required to maintain a good image in the community.
 3. Dealing with Police, Rangers, and whatever other forms of mundane authority need to be addressed.
 - ii. The Monarch shall preside over and conduct all ceremonies and functions.
 - iii. The Monarch shall ensure the publication of a calendar of all Kingdom events within 30 days of his or her coronation.
 - iv. At the start of his or her term, the Monarch shall sign a contract that states their fiduciary responsibility to the corporation. Each Monarch shall be held personally responsible for funds in their care and shall make amends should those funds turn up missing.
 - v. At the end of his or her term, the Monarch shall present a list of awards, titles, and honors given by him/her during his/her reign to the incoming Monarch or the Prime Minister.
 - vi. Within one month of the beginning of his/her term he Monarch shall compile all lists of awards, titles, and honors given previously for his/her records. He/She shall then forward a complete copy of that list to all of his/her Monarchs if applicable.
 - b. Office Requirements
 - i. To be eligible, the Monarch must:
 1. Be a member in good standing.
 2. Be at least 18 years old at the time of election.
 3. Submit ten entries in at least 7 categories in the cultural qualifications immediately prior to the election with an average score of 3.

4. Enter at least ten events during the Warskill Events.
 - a. A personal champion may be requested as per section "IX.1" (Events section).
 5. Pass the Reeves test with a score of 70% or better.
 6. Have a phone and working phone number.
 7. Should none of the candidates for this office qualify in a specific office requirement, that requirement shall be waived for the candidates.
 8. Must pass a Corpora test with a score of 70% or better.
- c. Official Powers
- i. The Monarch shall pick his or her official title for the reign.
 - ii. The Monarch will have an automatic seat on the Board of Directors.
 - iii. The Monarch shall have the power to resolve any issues not covered by this document. The invocation of this power must be reported at the next scheduled Althing.
 - iv. The Monarch will have the power to break ties at Althings and non-monarch elections.
 - v. The Monarch is not required to pay any fees or dues during his/her term.
 - vi. The Monarch may grant up to 3 additional class credits for any kingdom meeting or event during his or her reign.
 - vii. The Monarch may award any honor, title or award mentioned in section "VIII" (Awards section) of this document.
 1. Awards and honors may never be given to members of other kingdoms without the permission of the monarch of that kingdom
 - viii. The Monarch may create new honors, awards, and titles.
 - ix. Monarch may remove (strip) a title of honor granted by the Rising Winds or one of its subgroups from a person for repeated proven violations of the corpora and/or rulebook under the following conditions:
 1. Agreement of 2/3 of the majority at an Althing,
 2. Agreement of the Prime Minister,
 3. Agreement of 4/7 of the B.O.D. if the person to be stripped no longer resides in the Rising Winds.
 - x. The Monarch may receive the title of Duke/Duchess after his/her term is over (or Arch Duke/Duchess for serving two or more terms).
- d. Limits of the Office
- i. Should the Monarch miss more than four weeks in a row or twelve weeks total during their reign, he/she shall descend from office.
 1. Exception: Special situations will be taken into consideration by an Althing vote
 - i. The membership may by 2/3 Althing vote of those attending an official Althing remove the Monarch from office.
 - ii. No Monarch may have this position for more than two consecutive terms.
4. Regent
- a. Office Responsibility
 - i. Primarily responsible for fostering the Arts and Sciences in the Rising Winds.
 - ii. Assumes all duties, responsibilities, powers and limits of office of the Monarch in his/her absence.

- iii. The Regent shall head and be responsible for the Colleges of Arts and Sciences.
 - iv. The Regent is responsible for organizing the Midreign feast and the Crown Coronation feast at the end of his/her term.
 - v. Shall be responsible for running the Dragonmaster competition during his/her reign.
 - vi. Shall be responsible for running the cultural qualifications event at the end of his/her term.
 - 1. Should they be running for another term or position, they shall appoint their assistant or a member in good standing to run the cultural qualifications in their stead.
 - vii. At the end of his or her term, the Regent shall present a list of awards, titles, and honors given by him/her during his/her reign to the incoming Monarch or Prime Minister.
 - viii. Within one month of the beginning of his/her term the Regent shall compile all lists of awards, titles, and honors given previously for his/her records. He/She shall then forward a complete copy of that list to all of his/her Regents if applicable.
- b. Office Requirements
- i. To be eligible, the Regent must:
 - 1. Be a member in good standing.
 - 2. Be at least 18 years old at the time of election.
 - 3. Submit ten entries in at least ten categories in the cultural qualifications immediately prior to the election with an average score of 3.
 - 4. Enter at least ten events during the Warskill Events.
 - a. A personal champion may be requested as per section "IX.2" (Events section).
 - 5. Pass the Reeves test with a score of 70% or better.
 - 6. Must pass a Corpora test with a score of 70% or better.
 - 7. Have a phone and working phone number.
 - 8. Should none of the candidates for this office qualify in a specific office requirement, that requirement shall be waived for the candidates.
- c. Powers
- i. Should the Monarch be removed from office, either voluntarily or forcibly, the Regent shall take the position of monarch and appoint a member in good standing to hold the position of Regent.
 - ii. The Regent may bestow the following orders:
 - 1. Dragon
 - 2. Lion
 - 3. Owl
 - 4. Rose
 - 5. Garber and Armorer credits
 - 6. Crimson
 - 7. Chamberlain (a.k.a. Smith Credit)
 - 8. Note: Awards and honors may never be given to members of other kingdoms without the permission of the monarch of that kingdom.
 - iii. The Regent is not required to pay any fees or dues during her/his term.
 - iv. The Regent may create new honors and awards in keeping with her/his duties.
 - v. The Regent may receive the title of Count/Countess after her/his term is over.

- d. Limits of the Office
 - i. Should the Regent miss more than six weeks in a row or ten weeks total during their reign, he/she shall descend from office.
 - 2. Exception: Special situations will be taken into consideration by an Althing vote
 - ii. The membership may by 2/3 Althing vote of those attending an official Althing remove the Regent from office.
 - iii. No Regent may have this position for more than two consecutive terms.
- 5. Prime Minister:
 - a. Office Responsibility
 - i. The Prime Minister is responsible for the following aspects of the group funds:
 - 1. Collection of all fees and dues
 - 2. Maintain and keep accurate records of the group treasury
 - 3. Keep accurate records on all group income and expenditures
 - 4. Maintain accurate records on the dues paid status of all group members.
 - ii. The Prime Minister is responsible for the upkeep of the group:
 - 1. Keep records of attendance and active members.
 - 2. Keep the Member Information files on all members up to date.
 - 3. Collection of Subgroups attendance records, dues, receipts for dues, and dues paid listings.
 - 4. The Online Record Keeper (O.R.K.) shall be used by the Rising Winds and its subgroups to keep attendance records, dues, awards levels and member information.
 - iii. At the start of his or her term, the Prime Minister shall sign a contract that states their fiduciary responsibility to the corporation. Each Prime Minister shall be held personally responsible for funds in their care and shall make amends should those funds turn up missing.
 - iv. The unexplained loss of any major portion of dues in their care shall be cause for removal from office and disciplinary action.
 - b. Office Requirements
 - i. To be eligible, the Prime Minister must:
 - 1. Be a member in good standing.
 - 2. Be at least 18 years old at the time of election.
 - 3. Have a phone and working phone number.
 - 4. Must pass a Corpora test with a score of 70% or better.
 - c. Powers
 - i. Is not required to pay any dues or fees during his/her term.
 - ii. May receive the title of Baron/Baroness after his/her term.
 - iii. Will have an automatic seat on the Board of Directors.
 - iv. Has the power to break ties in the monarch's election.
 - d. Limits of the Office
 - i. Should the Prime Minister miss more than six weeks in a row or ten weeks total during their reign, he/she shall descend from office.
 - 1. Exception: Special situations will be taken into consideration by an Althing vote
 - ii. The membership may by 2/3 Althing vote of those attending an official Althing remove the Prime Minister from office.

- iii. No Prime Minister may have this position for more than two consecutive terms.
- 6. Order of Succession
 - a. Should the Monarch leave office in midterm for any reason, the Regent shall be appointed as Monarch for the remainder of the term.
 - i. Should the current Regent have been appointed, then an Althing shall be held and all members in good standing shall elect a new monarch.
 - b. Should the Regent leave office in midterm for any reason, the Monarch shall appoint a member in good standing to fill the role of Regent for the remainder of the term.
 - c. Should the Prime Minister leave office in midterm for any reason, the Monarch shall appoint a member in good standing to fill the role of Prime Minister for the remainder of the term. The Board must approve such appointment by majority vote. If no suitable candidate is found, the departing member may appoint a second for the same process.

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

1. Must be 18 years or older
2. Must pass a Corpora test by the opening of elections in order to be placed on the ballot.
 - a. Those taking the test must receive a score of 70% or better in order to pass.
 - b. Current B.O.D. members will be responsible for administering the Corpora test.
3. There are seven seats on the B.O.D.
 - a. One seat is held by the sitting Monarch
 - b. One seat is held by the sitting Prime Minister
 - c. Five seats are filled via open ballot for one-year terms. The annual terms shall be staggered so that there are always at least two members that were active during the preceding six months.
4. The B.O.D. will work with the Monarch and Prime Minister in areas where the club has dealings with various government agencies and their institutions and laws
5. The B.O.D. has no power to change, alter, or otherwise affect the Rulebook, Corpora, or Bylaws.
6. The B.O.D. has no status in the order of precedence and no jurisdiction over internal club functions
7. Should the BOD member miss more than six weeks in a row or twenty weeks total during a one-year term, he/she shall descend from office.
 - a. Exception: Special situations will be taken into consideration by an Althing vote
8. The membership may by 2/3 Althing vote of those attending an official Althing remove any BOD member from office

IV. Other Offices

1. Champion of the Realm:
 - a. Office Responsibility
 - i. Shall maintain a lost and found for the organization.
 - ii. Shall see that all weapons and armor have been checked for safety and legality.
 - iii. Shall organize the battlegames on days when no predetermined scenarios are scheduled.
 - iv. Shall determine the events that comprise all Warskill events held while in office.
 - b. Office Requirements
 - i. Be a member in good standing.

- ii. Place first in the Champion's tournament at the Crown Coronation event.
 - iii. Submit five entries in the cultural qualifications immediately prior to the election with an average score of 3.
 - iv. Enter all warskill events in the cultural qualifications.
 - v. Pass the Reeves test with a score of 70% or better.
 - vi. Should none of the candidates for this office qualify in a specific office requirement, that requirement shall be waived for the candidates.
 - c. Powers
 - i. The Champion may receive the tile of Defender after his/her term is over.
 - ii. Is not required to pay any dues or fees during his/her term.
 - d. Limits of Office
 - i. The Champion shall not miss more than four weeks in a row or twelve weeks total else the current Weaponmaster will step into the role until a new tournament may be held.
 - 1. Exception: Special situations will be taken into consideration by an Althing vote.
- 2. Weaponmaster
 - a. The Weaponmaster is the individual who placed first in the warskill events at the Dragonmaster/Weaponmaster event held prior to Midreign.
 - b. The Weaponmaster shall assist the Champion in all duties.
 - c. If the Champion is unable to attend, the Weaponmaster will assume full responsibility.
- 3. Guildmasters
 - a. A guildmaster shall be elected from the membership of a guild during Guild Elections. A Guildmaster must be a member in good standing, pass the Reeves test, and be at least 2nd level.
 - i. *Should no candidate qualify, all candidates of the guild may be on the ballot.*
 - b. The guildmaster is responsible for representing the class at any rule's clarification Althings.
 - c. The guildmaster shall be able to bring rules questions before an Althing for official clarification.
 - d. Each guildmaster shall be responsible for assisting new players in learning the rules of the class and the requirements for the class.
 - e. Each guildmaster shall make certain that all class requirements are met by guild members before any battlegame. This includes garb requirements, spell books, spell lists, and any other required materials.
 - f. Each guildmaster shall be responsible for either giving a promotion test or assigning someone to give a promotion test to a qualified member of the guild.
 - i. Promotion tests are given to members of the guild who have gained enough credits, according to the official Amtgard rules, to play at the next level.
 - ii. Those taking the test must receive a score of 70% or better in order to pass.
 - g. Guildmasters may be removed by a 2/3 vote of all guild members and approval of the Monarch and Prime Minister.
- 4. Guildmasters of Reeves:
 - a. The Guildmaster shall be elected by the members of the Reeves guild during the Guild Elections.
 - b. The Guildmaster of Reeves must be a member in good standing.
 - c. Members of the Reeves Guild will consist of those who have taken the Reeves test within the past six months and passed at 75% or better.

- d. The Guildmaster of Reeves shall work with the Monarch, Prime Minister, and Champion to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.
 - e. The Guildmaster of Reeves shall work with the Champion in checking armor and weapons for safety and legality.
 - f. The Guildmaster of Reeves must make sure that there are an appropriate number of reeves at any Amtgard event, and ensure that the conduct of reeves is competent and fair.
 - g. The Guildmaster of Reeves will give the Reeve's test at Crown Qualifications, Weaponmaster/Dragonmaster, and may give the Reeve's test upon request.
 - h. The Guildmaster of Reeves will work with the Prime Minister and Monarch to rate armor.
 - i. The Guildmaster of Reeves shall be responsible for polling the reeves guild with regards to IRCA issues, and must state the guilds position as his own during the IRCA consultation with the Monarch and IRCA Rep.
 - j. If there is contention over a handbook rule, the GMR shall issue a temporary clarification that will be held as official until the next Althing. The Monarch has the power to overrule this temporary clarification.
 - k. The Guildmaster of reeves may be removed by a 2/3 vote of all guild members and approval of the Monarch and Prime Minister
5. Interkingdom Rules Committee for Amtgard Representative (IRCA Rep)
- a. The RW IRCA Rep's primary responsibilities are to represent and tender votes on behalf of the Rising Winds to the IRCA
 - b. Office Requirements:
 - i. Be a member of the Rising Winds
 - ii. Be RW kingdom level reeve qualified
 - iii. Be at least 18 years of age
 - iv. Have an email address they check regularly
 - v. Have a phone and a working phone number
 - c. IRCA Rep term is one year. Elections are to be held during the summer Guild Elections, with the new Rep taking office on the last Monday of July. (This is to allow the incoming Rep a chance for a full 1 year term as Oracle should he/she be elected to that position by the IRCA)
 - d. Shall keep the IRCA notified of who the current Rising Winds Monarch is
 - e. Shall perform all duties required of him/her as denoted in the IRCA charter
 - f. Shall consult with the Kingdom's Monarch and Guildmaster of Reeves before voting on IRCA rule issues. After consultation the Rep may vote as he will unless either the Monarch or Guildmaster of Reeves disagrees with him. In which case, the rep shall post to the RW message board the issues to be voted on at least two weeks prior to the althing so the althing may vote on the issues in accordance with the althing rules of order.
 - g. Should the IRCA rep miss more than six weeks in a row or twenty weeks total during a one-year term, they shall be removed from their office.
 - i. Exception: Special situations will be taken into consideration by an Althing vote.
 - h. The membership may by 2/3 Althing vote of those attending an official Althing remove the IRCA rep from office.
6. Offices by Monarch's Appointment
- a. The monarch shall have the ability to create and appoint any offices or ranks he desires. Ranks and offices outside those mentioned in this Corpora shall have no powers that override the Corpora.
 - b. The following offices are standard, but are not required to be filled. Each of these offices is held at the monarch's discretion. If never removed by

the monarch, the office does terminate upon the Monarch's leaving office.

- i. Captain of the Monarch's Guard:
 1. The Captain shall be in charge of security at all Amtgard events.
 2. The Captain shall ensure that the Monarch and Consort are properly escorted.
 - ii. Court Bard:
 1. Responsible for organization and performance of the arts at official Amtgard functions.
 - iii. Court Jester:
 1. Responsible for humor and levity at official Amtgard functions.
 2. May double as the herald for all announcements of the Crown.
 - iv. Scribe
 1. Is responsible for publishing a bi-monthly club newsletter.
 2. Is responsible for keeping a list of awards, titles, and knighthoods issued by the Monarch during the reign.
 3. Print any fliers, letters or other news of the Crown and Prime Minister
 4. Work with the Monarch and Prime Minister to maintain a yearly calendar of events.
 5. Keep the minutes of all Amtgard meetings and Althings.
 6. Is responsible for forwarding all records to the Prime Minister.
 7. Should the office of Scribe not be filled, the duties of the Scribe shall fall to the Prime Minister.
7. Offices by Regent's Appointment
- a. The regent shall have the ability to create and appoint any offices or ranks he desires within the Colleges of Arts and Sciences. Ranks and offices outside those mentioned in this Corpora shall have no powers that override the Corpora.
 - b. The following offices are standard, but are not required to be filled. Each of these offices is held at the regent's discretion. If never removed by the regent, the office does terminate upon the regent's leaving office.
 - i. All Arts and Sciences Guildmasters. See Section V.1 for full description of duties and responsibilities
 - ii. Assistant Regent
 1. Is responsible for assisting the Regent in all duties, including, but not limited to: running the Qualifications Arts competition, helping with the preparation of feasts during the regent's reign, helping judge/administer the Dragonmaster competition, and helping with Arts and Sciences demos set forth by the regent.
8. Offices by Prime Minister's Appointment
- a. The PM shall have the ability to create and appoint any offices or ranks he desires within the areas of administration. Ranks and offices outside those mentioned in this Corpora shall have no powers that override the Corpora.
 - b. The following offices are standard, but are not required to be filled. Each of these offices is held at the PM's discretion. If never removed by the PM, the office does terminate upon the PM's leaving office.
 - i. Assistant Prime Minister

1. Is responsible for assisting the PM in all administrative duties.
- ii. PM's Scribe
 1. Should the position of the Monarch's scribe not be filled, or is insufficient to fully complete their duties, the Prime Minister may elect to appoint a scribe of their own for assisting in the administrative duties of the PM.
 2. Responsibilities are listed under 5.b.iv.

V. Official Organizations

1. Circle of Monarchs
 - a. The Circle of Monarchs shall consist of all monarchs of the subgroups of the Rising Winds and the Monarch of the Kingdom.
 - b. They shall hold a regularly scheduled meeting at every Coronation and Midreign.
 - c. Should the need arise; the Monarch may call for a Circle of Monarchs meeting with a 30 day notice.
 - d. Powers of the Circle of Monarchs
 - i. Acceptance of new subgroups
 1. Upon verification of completion of requirements by the B.O.D., the Circle of Monarchs may vote to accept a new subgroup into the Rising Winds
 - ii. Elevation of Status
 1. Upon verification of elevation requirements (see section X) by the Prime Minister and the recommendation of the Monarch, The Circle of Monarchs may vote to promote a subgroup to the next elevation level (e.g. Barony or Duchy).
 - iii. Demotion of Status
 1. Should a subgroup fail to maintain qualifying numbers for twelve consecutive months; at the recommendation of the Monarch and verification by the Prime Minister, the Circle of Monarchs may vote to demote a subgroup to the previous elevation level
 - iv. Removal of subgroups
 1. Should a subgroup fail to maintain the requirements stated within this corpora and/or at the recommendation of the Monarch, the Circle of Monarchs may vote to remove a subgroup from the Rising Winds.
 - e. Circle of Monarchs Voting
 - i. At a Circle of Monarchs meeting, every subgroup monarch present, either in person or by proxy, shall have one official vote on each issue.
 - ii. Circle of Monarchs decisions with regards to acceptance and elevation shall be decided by a simple majority vote. Decisions with regards to demotion and removal shall require a 2/3rds vote.
 - iii. The Monarch will have the power to break ties in a Circle of Monarchs vote.
2. Colleges of Arts and Sciences:
 - a. In the interest of education and demonstration, guilds shall be established for those interests covering the sciences and arts of the medieval period.
 - b. These guilds shall have a guildmaster chosen every six months at the Crown feast by the Regent
 - c. The actual guilds will be created or dissolved by order of the Regent.

- d. The following groups may be recognized as Art guilds, but are neither requirements nor limitations on the creation of guilds by the regent.
 - i. Garbers
 - ii. Literature
 - iii. Minstrels
 - iv. Theatre
 - v. Drama
 - e. The following groups may be recognized as Science guilds, but are neither requirements nor limitations on the creation of guilds by the regent.
 - i. Heraldry
 - ii. Sages
 - iii. Engineers
 - iv. Gladiators
 - v. Armorers
 - f. Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline in the group.
 - g. Certain Arts and Sciences guilds have additional duties. The Regent may create additional duties as appropriate.
 - i. Garbers may inform the Regent when a garber credit should be awarded (note that garber credits may be awarded in addition to orders of the Dragon).
 - ii. Heralds shall collect and maintain the personal symbols and persona histories of all group members.
 - iii. Armorers may inform the Regent when an armorer credit should be awarded (note that armorer credits may be awarded in addition to orders of the Owl).
3. Reeves Guild:
- a. Membership consists of those who have passed the Reeves test within the last six months with a score of 75% or better.
 - b. Though under the jurisdiction of the Monarch and the Guildmaster of Reeves, the Reeves have the following powers over the battlegames:
 - i. May add newcomers and adjust the teams to balance a game.
 - ii. May call whether a hit on a person is valid or not.
 - iii. May take unsafe people or equipment off the battlefield.
 - iv. May take time off a person's death if he died especially well.
 - v. May declare a person dead if he persistently is causing problems.
 - vi. May declare the end to a game if play is stagnating.
 - vii. May appropriate additional reeves if they are needed.
 - c. Reeves are responsible for the following:
 - i. Must ensure that the games are safe to participants and bystanders.
 - ii. Shall retrieve expended and discarded equipment.
 - iii. Shall help the participants in their understanding of the games.
 - iv. Shall ensure that the quality of play is honest and in keeping with the spirit of the rules and corpora.
 - d. All members are required to reeve at least one battle game a month.
4. Class Guilds:
- a. Guild is the collective name for the group of members having six or more credits in a class outlined in Amtgard's official rulebook.
 - b. No test class or alternate class may have a guild.
 - c. One must have participated in a guild in the past six months in order to vote in the election of that guild's guildmaster as well as be a member in good standing.

- d. Each guildmaster shall be responsible for either giving a promotion test or assigning someone to give a promotion test to a qualified member of the guild.
 - i. Promotion tests are given to members of the guild who have gained enough credits, according to the official Amtgard rules, to play at the next level.
 - ii. Those taking the test must receive a score of 70% or better in order to pass.
- 5. Circle of Steel:
 - a. Shall be composed of the captains of all companies with three or more participating members.
 - b. Shall organize and orchestrate company-related activities within the group.

VI. Althings:

- 1. An Althing shall be scheduled once each month. Whether it is actually held is subject to group interest and involvement. (i.e.- if no one has business to bring before the group, then there will be no Althing for that month).
- 2. Anyone may attend, however only dues paying members may vote.
- 3. The Monarch, Regent or Prime Minister shall act as chairperson for the meeting, in that order.
- 4. Althing Activities
 - a. Discuss and enact rule clarifications.
 - i. If there is contention over a handbook rule, the GMR shall issue a temporary clarification that will be held as official until the next Althing. The Monarch has the power to overrule this temporary clarification
 - ii. Only a guildmaster of an official class or the Guildmaster of Reeves may bring up rules changes for a class. Any Guildmaster of an official class or the Guildmaster of Reeves may bring up a rules clarification concerning the general rules.
 - iii. Once brought up, any attending member may speak briefly concerning the rule.
 - iv. A rules clarification is adopted by majority vote.
 - v. Rules clarifications may not contradict explicit wording of the official rules. A rule may be changed by an Althing decision or IRCA ruling in instances where safety is concerned.
 - b. Revise and update the Corpora or Bylaws.
 - i. Any member may bring forth a motion to change this Corpora or the Bylaws.
 - ii. Any attending member may speak briefly on the requested change.
 - iii. A Corpora or Bylaws update is adopted by a $\frac{3}{4}$ affirmative vote of participating Members in Good Standing (see section I.4.b.).
 - iv. The Corpora takes precedence over any Althing decision.
 - v. Any change to the Corpora must be written in the proper form of the Corpora.
 - c. Discuss and vote on major expenditures (greater than 10%) of the group treasury. Such expenditures are approved by a majority vote.
 - i. The Monarch or Prime Minister may each spend 10% of the treasury every month in order to run the group without a vote being held.
 - d. Discuss and vote on any issue. This vote may override any decision made by any officer as well as remove officers as outlined by their office.

- i. Althing votes shall be either for or against, abstentions shall not be counted for the purposes of determining the outcome of voting.
 - e. Althing rules of order may be set down by the Crown. The Champion is responsible for enforcement.
- 5. All Althing agenda items must be phrased such a way to render either a "for" or "against" vote.

VII. Elections:

- 1. All elections except that one held for the office of Prime Minister shall be overseen by the Prime Minister and either the Monarch or the Guildmaster of Reeves.
 - a. The Prime Minister and Guildmaster of Reeves shall hold Crown Elections for two weeks following Crown Qualifications and the determination of eligibility of the contestants.
 - b. The Prime Minister and Monarch shall hold Guild Elections for two weeks following Weaponmaster/Dragonmaster and the determination of eligibility of the contestants.
- 2. The Monarch and Guildmaster of Reeves shall oversee the election for Prime Minister.
 - a. The Monarch and Guildmaster of Reeves shall hold Prime Minister Elections in conjunction with Guild Elections.
- 3. The winner of any election requires a simple plurality vote (more votes than the next highest vote-getter).
- 4. The Monarch shall break any tie votes in an election except in the case of election of the Monarch. The Prime Minister shall cast the deciding vote in case of a tie in the race for Monarch.
- 5. A member may only vote for officers in their home park and the officers of the Rising Winds.

VIII. Awards and Honors

- 1. Orders of all types, when awarded at higher levels, should be harder to attain.
- 2. Knighthood
 - a. The Monarch may knight people (other than themselves) into any of the four categories.
 - b. If the current Monarch is not a knight, he/she should appoint a Knight to perform the knighting ceremony.
 - c. Although not required, candidates for Knighthood should have achieved the criteria listed and have the approval of a majority of the voted RW Knights Circle.
 - d. Note - Achievement of the criteria set forth does not automatically grant Knighthood
 - e. If there is any dispute about a Knighthood, a formal complaint and/or petition must be submitted to the Monarch and Prime Minister
 - f. A Knight may choose to take one or more squires.
 - i. The garb of a squire is a red belt
 - g. The Orders of Knighthood
 - i. Knight of the Crown - A civil order for serving in the highest club offices
 - 1. Colors: white trimmed with gold
 - 2. Requirements: complete two terms as the Monarch or serve in two of the following four kingdom positions: Monarch, Prime Minister, Regent and Champion
 - ii. Knight of the Flame - A service order for contributions to the club
 - 1. Colors: white trimmed with red

2. Requirements: Masterhood in at least one of the following three areas: Rose, Lion, Smith
 - iii. Knight of the Serpent - An achievements order for excellence in the arts and/or sciences
 1. Colors: white trimmed with green
 2. Requirements: Masterhood in at least one of the following four areas: Dragon, Owl, Garber, Armorer
 - iv. Knight of the Sword - A military order for fighting skills and battlefield prowess
 1. Colors: white trimmed with silver
 2. Requirements: any two of the following honors: Warlord, Defender, Weaponsmaster (equivalent tournament and/or battlefield skills will be considered)
3. Titles of Nobility and Lesser Titles of Honor

Listings are in the format: Title (Equivalents.)

 - a. Duke/Duchess (Doge, Dux, Herzog)
 - i. Suggested criteria: serve the club six months as Monarch
 - b. Count/Countess (Earl, Comes, Comite Graf, Jarl)
 - i. Suggested criteria: serve the club six months as Regent
 - c. Marquis/Marquise (Markgraf, Marchioness {feminine}, also roughly equivalent to Margrave, Mark)
 - i. Suggested Criteria: serve in each of the following: Monarch, Regent, Prime Minister
 - d. Viscount/Viscountess (Vocomte)
 - i. Suggested criteria: have held the following positions: Champion, Weaponmaster
 - e. Baron/Baroness (Thane, Daimyo)
 - i. Suggested criteria: serve the club six months as Prime Minister. Also awarded for six months service as Duke of a Duchy
 - f. Baronet (none)
 - i. Suggested criteria: serve in a pro-tem positions for any of the following positions: Monarch, Regent, Prime Minister, Champion. Also awarded for six months service as Baron of a Barony or Regent of a Duchy
 - g. Lord/Lady (none)
 - i. Suggested criteria: discretion of the Monarch (service to the club). Also awarded for six months service as PM of a Duchy, Regent of a Barony, or Sheriff of a Shire.
 - h. Defender (none)
 - i. Suggested criteria: serve the club six months as Champion
 - i. Master (none)
 - i. Suggested criteria: discretion of the Monarch (service to the club). Also awarded for six months service as Champion of a Duchy, PM of a Barony, or Regent of a Shire.
 - j. Esquire (none)
 - i. Suggest criteria: discretion of the Monarch (service to the club). Also awarded for six months service as Champion of a Barony or Shire, or as PM of a Shire.
4. Masterhood in the Service Guilds and Orders
 - a. Awarded by the Monarch for achieving the criteria set forth
 - b. Denotes excellence in contributions to the club in the area listed (see explanations of the orders themselves)
 - c. Specific types of Masterhood:
 - i. Armorer - 12 Armorer credits
 - ii. Dragon - 10 orders of the Dragon
 - iii. Garber - 12 Garber credits

- iv. Griffon - 10 orders of the Griffon
 - v. Lion - 10 orders of the Lion
 - vi. Owl - 10 orders of the Owl
 - vii. Reeve - 12 weeks experience as a reeve
 - viii. Rose - 10 orders of the Rose
 - ix. Smith - 12 Smith Credits
 - x. Warrior - (designated title: Warlord) 10th level order of the warrior
5. Masterhood in the Fighting Guilds
- a. Awarded to the outstanding members of each guild.
 - b. Awarded by the Monarch with the consent of the Prime Minister and Guildmaster of the involved class.
 - c. Does not grant any special play abilities beyond those normally available to a non-master.
 - d. Masters are entitled to wear on their garb a slash or stripe of that Guild's color as denoted in the accompanying table. If this stripe is inset on a belt or sash of the same color, then black or white borders may delineate it.

Belt favor colors for the Fighting Classes		
Class	Belt Favor Color	Reason for Color
Anti-Paladin	Purple/Black	Royalty and Evil
Archers	White	Fletching of Arrows
Assassins	Black	Death
Barbarians	Orange	Color of burning ruins
Bards	Blue	Bardic Blue
Druids	Brown	Tree's and Earth
Healers	Red	The Blood they clean up
Monks	Gray	Humble Beginnings
Paladins	Purple/White	Royalty and Good
Scouts	Green	Woodlands
Warrior	Silver	Steel and Armour
Wizard	Yellow	Enchantments and Spells

6. Awards
- a. Armorer Credit
 - i. Awarded by Monarch or Regent.
 - ii. Awarded as recognition for constructing superior armor or weapons.
 - iii. May be awarded in addition to orders of the Owl.
 - b. Order of the Crimson
 - i. Awarded by Monarch or Regent
 - ii. Awarded as recognition for service to the club (but not enough for a Rose)
 - iii. Note: for all intents and purposes, 1 (one) Crimson = ¼ (one-fourth) of a Rose
 - c. Order of the Cyclone
 - i. Awarded by Monarch
 - ii. Awarded as recognition for good preparations (garb, armor, weapons, and/or knowledge of the rules)
 - iii. Limitations: must be a newcomer (first six months)
 - d. Order of the Dragon
 - i. Awarded by Monarch or Regent
 - ii. Awarded as recognition for outstanding achievements in the arts (garb, art, music, etc.)

- e. Order of the Dreamkeeper
 - i. Awarded by Monarch
 - ii. Awarded as recognition for outstanding contributions to the atmosphere of Amtgard
 - iii. May only be given once during a Monarch's reign.
- f. Order of the Flame
 - i. Awarded by Monarch
 - ii. Awarded as recognition of a group of people (company, household, etc.) for outstanding contributions to Amtgard
 - iii. May only be given once during a Monarch's reign.
- g. Garber Credit
 - i. Awarded by Monarch or Regent
 - ii. Awarded as recognition for making nice garb for others, making superior garb for oneself, or (cloth) flag construction
 - iii. May be awarded in addition to orders of the Dragon
- h. Gladius
 - i. Awarded by Monarch.
 - ii. Awarded as recognition for excellent death on the battlefield or tournament field.
- i. Order of the Gryphon
 - i. Awarded by Monarch.
 - ii. Awarded in recognition of courage, chivalry, and honor on the battlefield.
- j. Hellrider
 - i. Awarded by Monarch.
 - ii. Awarded as recognition for withstanding a serious accident, major transportation problems, or overcoming overwhelming odds en route to an attended Amtgard function.
- k. Order of the Hydra
 - i. Awarded by Monarch.
 - ii. Awarded as recognition for entering enough Crown Qualifications events to qualify for the Crown tourney.
 - iii. May only receive one Hydra per Crown Qualifications.
- l. Order of the Jovious
 - i. Awarded by Monarch.
 - ii. Awarded in recognition of outstanding attitude.
 - iii. May be given only once in each Monarch's reign
- m. Order of the Lion
 - i. Awarded by Monarch or Regent.
 - ii. Awarded as recognition for displaying outstanding traits of service and loyalty to the club
- n. Order of the Mask (Masque)
 - i. Awarded by Monarch.
 - ii. Awarded in recognition of outstanding portrayal of persona
 - iii. May be given only once in each Monarch's reign
- o. Order of the Owl
 - i. Awarded by Monarch or Regent.
 - ii. Awarded as recognition for outstanding achievements in the sciences (armor, construction, etc.)
- p. Order of the Phoenix
 - i. Awarded by Monarch
 - ii. Awarded as recognition for voluntarily protecting the Crown (by filling in for absent guard members)
- q. Order of the Rose
 - i. Awarded by Monarch or Regent.
 - ii. Awarded as recognition for beneficial service to the club

- r. Chamberlain (AKA Smith Credit)
 - i. Awarded by Monarch or Regent.
 - ii. Awarded as recognition for sponsoring any significant Amtgard event, publication, workshop, or for any other comparable service to the club.
- s. Walker of the Middle
 - i. Awarded by Monarch.
 - ii. Awarded as recognition for exemplification of the ideals and conduct of reeves
- t. Order of the Warrior
 - i. Awarded by Monarch.
 - ii. Awarded as recognition for fighting ability
 - iii. limitations: it is increasingly difficult to attain criteria for higher levels.
 - iv. Note: Battlefield commendations may also be given with orders above 5th level only awarded for outstanding success in games, quests or tournaments. 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 tournaments.
- u. Order of the Zodiac
 - i. Awarded by Monarch
 - ii. Awarded in recognition of outstanding contributions in any one month
 - iii. May only be awarded once per month.

Level	Belt favor	Animal	Straight Wins
1	Green	Snake	3
2	Blue	boar	5
3	Red	mongoose	7
4	Brown	bear	9
5	Rust	hawk	11
6	Grey	wolf	13
7	Orange	tiger	15
8	Black	panther	17
9	Purple	dragon	19
10	Red with a yellow border	phoenix (Warlord)	21

IX. Events

- 1. Crown Qualifications:
 - a. Qualifications will be held every six months, four weeks prior to the Crown Coronation.
 - b. Cultural Events shall be set forth by the current Regent.
 - c. Warskill Events shall be set forth by the current Champion.
 - d. Any member may enter Crown qualification events.
 - e. Members running for office in the upcoming Crown elections will be required to enter a minimum specified number of cultural and warskill events in this Crown Qualifications. There shall always be at least two more events held than the maximum number required for any office.
 - i. Should a candidate not be able to participate in the warskill events due to physical restrictions or a mundane matter that interferes with the candidate's ability to participate, they may request a personal champion to take their place.
 - f. Each candidate shall only be given three opportunities to pass a reeves test prior to the close of Crown Quals.
 - g. The following orders will be awarded for outstanding entries
 - i. Dragon

- ii. Hydra
 - iii. Rose
 - iv. Owl
 - v. Warrior
 - vi. Armorer and Garber credits
 - h. Typical cultural skill contests include (but are not limited to): flat art, 3-D art, heraldry test, singing, instrumental music, cooking, factual writing, composition, weapon and shield construction, passive construction, active construction, garb, fighting garb, strategic gaming, poetry, etc.
 - i. More specific rules for these qualifications, including the events to be held shall be put out by the sponsor at least two weeks prior to the date set for Crown Qualifications.
- 2. Crown Elections
 - a. The Prime Minister and the Guildmaster of Reeves shall hold Crown Elections for two weeks following Crown Qualifications and the determination of eligibility of the contestants.
 - b. The Prime Minister shall hold declarations for offices for two weeks prior to Crown Qualifications and shall close declarations at midnight on the day of Qualifications.
- 3. Coronation
 - a. The Event where the winners of the Crown Elections and the new Champion assume office.
 - b. The winner of the Champion's tournament at Coronation shall hold the title of Champion for six months.
- 4. Crown Coronation Feast
 - a. The outgoing Regent holds the responsibility for planning the feast. This includes menu, recruiting members to assist and obtaining necessary equipment for the feast.
 - b. Shall be held in conjunction with Coronation
- 5. Dragonmaster and Weaponmaster Events
 - a. These events will be held four weeks before a Monarch's Midreign event.
 - b. Cultural Events shall be set forth by the current Regent.
 - c. Warskill Events shall be set forth by the current Champion.
 - d. The following orders will be awarded for outstanding entries
 - i. Dragon
 - ii. Rose
 - iii. Owl
 - iv. Warrior
 - v. Armorer and Garber credits
 - e. Typical cultural skill contests include (but are not limited to): flat art, 3-D art, heraldry test, singing, instrumental music, cooking, factual writing, composition, weapon and shield construction, passive construction, active construction, garb, fighting garb, strategic gaming, poetry, etc.
 - f. The sponsor shall put out more specific rules for the events to be held at least two weeks prior to the date set for the Dragonmaster and Weaponmaster event.
 - g. The winner of the Warskill events at Dragonmaster and Weaponmaster event shall hold the title of Weaponmaster for six months.
- 6. Guild Elections
 - a. The Prime Minister and the Monarch shall hold Guild Elections for two weeks following Weaponmaster/Dragonmaster and the determination of eligibility of the contestants.
- 7. Prime Minister Elections
 - a. The Monarch and the Guildmaster of Reeves shall hold Prime Minister Elections in conjunction with Guild Elections.
- 8. Midreign Feast

- a. The current Regent holds the responsibility for planning the feast. This includes menu, recruiting members to assist and obtaining necessary equipment for the feast.

X. Subgroups

1. All subgroups have the same responsibilities, requirements, powers and limits of office as their Kingdom equivalent, except where specified below
2. Membership
 - a. The Rising Winds will consist of several individual groups spread across a wide geological region.
 - b. All subgroups are bound by the Amtgard rules (handbook), this Corpora, the Bylaws, and the contract.
 - c. No subgroup as a whole may be considered part of another Kingdom of Amtgard or part of another subgroup of the Rising Winds.
 - i. Exception: Rising Winds sponsored Principalities may have subgroups.
 - d. Subgroups are required to hold events on at least a bi-weekly basis. These events may be combative, competitive, or instructional, but must be related to Amtgard. These events must be at a public location and open for participation to the entire membership of the subgroup (excluding members undergoing disciplinary action imposed by the Monarch), members of other Amtgard groups, and non-members interested in joining.
 - e. New Subgroups
 - i. Groups may choose to form in other cities, but may not call themselves the Rising Winds.
 - ii. New groups must petition the Board of Directors for sponsorship.
 1. Exception: Rising Winds sponsored Principalities may accept new groups with out the consent of the Rising Winds Board of Directors if the said group is with in the Principalities agreed upon radius.
 - iii. New groups must sign the Amtgard contract (Agreement) with the Central (Burning Lands) Board of Directors.
 - f. Credits
 - i. Attendance for subgroup events including, but not limited to, Coronations, Midreigns, and Quals do not classify as a special event. Each day of a multi-day or overnight event is considered a regular meeting.
 - g. Principality Definition and guidelines
 - i. A principality is a group(s) which functions as an independent land, sponsored by the Kingdom of Rising Winds. Principalities are meant to act as independent entities that are too far away to be a dependent sponsored land, but are ready to begin working for kingdom status on their own.
 - ii. Must operate as a Rising Winds sponsored group.
 - iii. Must sign an agreement of sponsorship with the Rising Winds Board of Directors.
 - iv. Must agree upon Principality borders with the Rising Winds Board of Directors.
 - v. Will have the ability to write and create an operational document. The operation document must meet the Approval of the Kingdom Monarch and Kingdom BOD.
 1. Unless the Principality has written their own corpora, which has been approved, they shall operate under the

Rising Winds Corpora with all the powers and restrictions therein.

3. Officers
 - a. Status based Officers
 - i. Shire: Officers consist of the four main officers (Monarch, Regent, Chancellor, and Champion).
 - ii. Barony: Officers consist of the four main officers and a head Class Guildmaster.
 - iii. Duchy: Officers comprise all officers listed in the corpora except the Board of Directors.
 1. Exception: Unless required by Law.
 - iv. Principality: Officers comprise all officers listed in the corpora.
 - v. The Monarch of each subgroup, except a duchy and Principality, may decide to utilize more officers than are listed in the event their subgroup's population warrants it.
 - b. The following offices may not hold any other in-game office: Monarch, Regent, Chancellor, Champion, and Guildmaster of Reeves.
 - i. Should an individual in one of these positions decide to run for another office, they shall step down from their position by the Qualifications Event prior to the election except in the event their position's term ends at the resolution of the election.
 - ii. A member may only declare for one of these offices at a time and may not run for any other office simultaneously.
 - c. Monarch (Sheriff, Baron, Duke)
 - i. Office Requirements exceptions
 1. Cultural Qualifications:
 - a. Shire: 3 entries in 3 categories
 - b. Barony: 5 entries in 5 categories
 - c. Duchy: 7 entries in 7 categories
 - d. Principality: 9 entries in 7 categories
 2. Number of Warskill events:
 - a. Shire: 3
 - b. Barony: 5
 - c. Duchy: 7
 - d. Principality: 9
 - ii. Official Powers – does not possess any powers beyond those listed here:
 1. The Monarch shall have the power to resolve any issues not covered by this document. The invocation of this power must be reported to the Kingdom Monarch and Prime Minister.
 2. Awards – see X.6
 3. The Monarch will have the power to break ties at their subgroup's Althings and non-monarch elections.
 4. The Monarch is not required to pay any fees or dues during his/her term for his/her subgroup.
 5. The Monarch may grant the following additional class credits for any meeting or event during their six-month term:
 - a. Shire: none
 - b. Barony: 1
 - c. Duchy: 2
 - d. Principality: Same limitations as Kingdom
 6. The Monarch may receive the following title after his/her term is over:
 - a. Shire: Lord

- c. Duchy: Master
 - d. Principality: Master
 - g. All other applicable offices: As per Kingdom equivalent.
- 4. Althings exception
 - a. Subgroup's althings may not overrule any decision of the Kingdom Althing or Monarchy.
- 5. Elections exception
 - a. In the event that a subgroup does not have a Guildmaster of Reeves, an althing may appoint a second member for the counting of votes.
- 6. Awards exceptions
 - a. Subgroups may not award Knighthoods
 - b. Subgroups may not award Defenders, Dreamkeepers, Hellriders, Masks, or Walker of the Middles.
 - c. Subgroups may not award non-class Masterhoods (Master of the Rose, Lion, etc.)
 - d. Subgroups may award Titles of Nobility earned by tenure for a specific service listed in the Corpora (Baron, Baronet, Lord/Ladyship.) NOTE: May not award titles greater than that the group's Monarch may receive for stepping down
 - e. Subgroups may award Titles of Nobility earned by tenure for a specific service listed in the Corpora (Count, Baron, Baronet, Lord/Ladyship.) NOTE: May not award titles greater than that the group's Monarch may receive for stepping down
 - f. Subgroups may not give a player any order or award higher than the following:
 - i. Shire: 3
 - ii. Barony: 5
 - iii. Duchy: 7
 - iv. Principality:
 - 1. Armorer- 11 Armorer credits
 - 2. Dragon - 9 orders of the Dragon
 - 3. Garber - 11 Garber credits
 - 4. Griffon - 9 orders of the Griffon
 - 5. Lion - 9 orders of the Lion
 - 6. Owl - 9 orders of the Owl
 - 7. Rose - 9 orders of the Rose
 - 8. Smith - 11 Smith Credits
 - 9. Warrior - 9th level order of the warrior
 - g. Only Baronies, Duchies, Principalities and Kingdoms may award class Masterhoods (Master Warrior, Wizard, etc.)
- 7. Events exceptions
 - a. Subgroups shall hold their qualifications events (Crown Qualifications and Dragonmaster/Weaponmaster) at least one week prior to the corresponding qualification event of the Rising Winds.
 - i. Exception: Principalities may hold events on a schedule different from Kingdom.
 - ii. Exception: Multi-park subgroups may hold events on a schedule different from Kingdom.
- 8. Elevation of Status Requirements
 - a. Barony – Age: 1 year; Population: 20 for six months
 - b. Duchy – Age: 2 years; Population: 40 for six months
 - c. Principality – Age: 3 years; Population: 60 for six months
 - d. Note that elevation to Kingdom requires a passing vote of the Interkingdom Circle of Monarchs.