



Corpora

of bylaws

Amtgard, Kingdom of Goldenvale Inc.

4th edition

Abbreviated Table of Contents

1.0 Offices of the Kingdom

- 1.1 Monarch
- 1.2 Royal Consort
- 1.3 Prime Minister
- 1.4 Champion of the Realm
- 1.5 Board of Directors
- 1.6 Scribe
- 1.7 Guildmaster of Reeves
- 1.8 Captain of the Monarch's Guard
- 1.9 Class Guildmasters

2.0 Other Positions

- 2.1 Colleges of Arts and Sciences
- 2.2 Reeves Guild
- 2.3 Monarch's/Consort's Guard
- 2.4 Circle of Steel
- 2.5 Royal Defender
- 2.6 Court Bard
- 2.7 Court Jester

3.0 Amtgard Government

- 3.1 Althings
- 3.2 Elections
- 3.3 Removing group Officers
- 3.4 Rules Changes
- 3.5 Dues and Policies of the Treasury

4.0 Honors and Awards

- 4.1 Knighthood

- 4.2 Masterhood: Service Guilds and Orders
- 4.3 Orders
- 4.4 Titles: Nobility and Lesser Titles of Honor

5.0 Order of Precedence

- 5.1 Royalty, Nobility, Peerage
- 5.2 Other Positions

6.0 Crown Tournament and Qualifications

- 6.1 Qualifications
- 6.2 The Month of Crown

7.0 Other Amtgard Groups

- 7.1 Forming up
- 7.2 Signing the contract
- 7.3 Sponsors
- 7.4 Groups' criteria
- 7.5 Obligations
- 7.6 Awards/orders
- 7.7 Titles
- 7.8 Officers

8.0 Dissolution of Corporation and Distribution of Assets

- 8.1 Distribution of Assets

Note: Amtgard is the name for the live action role playing game owned by Amtgard, Kingdom of the Burning Lands, Inc. Goldenvale is a chapter of this organization.

EDITORS:

1st Edition: Kalin, Blackhawk, Maloch

2nd Edition: Kalin

3rd Edition: Amren, Argus, Blackhawk, Elizabeth, Samus

4th Edition: Amren, Blackhawk, Brandobis

(Based off of the corpora of the Kingdom of the Burning Lands)

Published during the reign of King Balthazar, August 2000

History:

Revised October, 1995, per Althing

Addendum: 1.2A, 1.4A, 1.5A

Revised May, 1998, per Althing

Subtraction of 1.2A

Revised November, 1998, per Althing

Addendum: 4.239A, 4.239B, 4.3E, 4.3F

Changes: 5.2

Revised December 19, 1998, per Althing

Changes: 1.152, 1.17, 1.27, 1.37, 1.48

Revised April 16, 1999, per Monarch, Prime Minister, and the Allthing

Additions: 1.29, 1.49, 1.821, 1.85, 1.A - 1.A9(Chamberlin), and 5.11

Changes: 1.17, 1.172, 1.27, 1.37, 1.48, 4.41, 4.42, 4.43, 4.44, 4.45, 4.46, 4.47, 4.48, 4.4A, and 5.1

Revised June 12, 1999, per allthing

Changes: 1.14, 1.23, 1.33, 1.4A, 1.A4

Revised November 27, 1999 per Allthing

Added: 5.12, 5.13, 5.14, 6.0 – Event (Construction, Shield), Order of Peerage – Ducal Chancellor, Ducal Consort, Ducal Champion, Baronial Chancellor, Baronial Consort, Baronial Champion, Sheriff, Shire Chancellor, Shire Regent, Shire Champion

Changes: 6.0 (Quality Entry = 5.0), 6.0 (Scoring of A&S all 1-10), 6.0 (Voting members 6 weeks), 6.0 (Event – Construction Weapon and Shield.)

Revised August 5, 2000 per Allthing

Additions: 5.2qq, 5.2rr, 8.0 et. all

Changes: 5.12, 5.1d, 5.1i, 5.1j, 5.1p, 5.1q, 5.1x, 5.1y, 5.1z

Deletions: 1.A et. All, 1.29, 1.461, 5.11, 5.12, 5.13, 5.14

1.0 Offices of the Kingdom

- 1.1 Monarch (King or Queen):**
- 1.11 Crown elections will be held once every six months. The winner of the election will be the Monarch for the next six months.
 - 1.111 Exception - A Crown tourney may be held. The winner of this tourney will become the Monarch for six months or if elections are held, Champion.
 - 1.12 Will have an automatic seat at the Althings.
 - 1.121 Will have the power to break ties at the Althings.
 - 1.13 Shall preside over and conduct all ceremonies and functions.
 - 1.14 The Monarch is not required to pay any monthly dues or Kingdom of Goldenvale sponsored feast fees, during his/her term.
 - 1.15 May award the following honors:
 - 1.151 Titles of Nobility - granted by patent (discretion of Monarch): Marquis, Viscount, Baronet, Lord (lesser title)
 - 1.152 Titles of Nobility - earned by tenure (for a specific service listed in this Corpora at the discretion of the Monarch): Grand Duke, ArchDuke, Duke, Count, Baron, Defender (lesser title).
 - 1.153 Peerage- the four orders of Knighthood:
 - Crown- for service in the Amtgard's highest offices
 - Flame- for excellence in service
 - Serpent- for excellence in the arts and/or sciences
 - Sword- for excellence in combat
 - 1.154 The following orders: Dragon, Flame, Griffin, Hydra, Jovious, Lion, Mask, Owl, Rose, Walker of the Middle, Warrior, Zodiac
 - 1.155 Titles of Masterhood for the service guilds (by tenure): Garber, Reeve, Smith
 - 1.156 Titles of Masterhood for the orders (by tenure): Dragon, Lion/Griffin, Owl, Rose, Warrior (Warlord)
 - 1.157 Garber and Smith credits
 - 1.158 Titles of masterhood (in conjunction with the Prime Minister and class guildmaster) for the fighting guilds.
 - 1.159 Titles of masterhood for the service guilds (by patent).
 - 1.16 May create new honors, awards, masterhoods, and titles.
 - 1.17 May receive these titles after successfully completing his/her term: (At the option of the incoming Monarch)
 - 1.171 Knight of the Crown (at the option of the incoming Monarch)
 - 1.172 Duke/Duchess (or Grand Duke for serving two or more terms as Monarch)
 - 1.18 Shall descend from the throne if he/she misses more than four weeks in a row or Twelve weeks total.
 - 1.181 Exception- special situations will be taken into consideration by the Althing.
 - 1.19 No Monarch may have the throne for more than two consecutive terms.
 - 1.1A Only those who qualify at Crown qualifications may try for Monarch.
 - 1.1B Shall hold an automatic seat on the B.O.D. during his/her term.
 - 1.1C A Monarch may remove (strip) a title of honor from a person for repeated proven violations of the corpora and/or rulebook under the following conditions:
 - 1.1C1 agreement of 75% at the vote of an Althing,
 - 1.1C2 agreement of the Prime Minister,
 - 1.1C3 a majority vote of all people with the same title that is removed (i.e.- all Barons would vote for the removal of a Baron title),
 - 1.1C4 agreement of 75% of the local group B.O.D. if the person to be stripped no longer resides in that kingdom.
 - 1.1D Note: Titles and honors may never be awarded to the members of another kingdom without that Monarch's permission.
 - 1.1E The Monarch must be at least 18 years of age.

1.2 Royal Consort (Princess/Prince):

- 1.21 Every Monarch must have a Princess/Prince Consort/Regent.
- 1.22 May bestow the following orders: Dragon, Lion, Owl, Rose
- 1.23 The Regent/Consort is not required to pay any monthly dues or Kingdom of Goldenvale sponsored feast fees, during his/her term.
- 1.24 Shall head and be responsible for the Colleges of Arts and Sciences.
- 1.25 May create new honors and awards in keeping with her/his duties.
- 1.26 Is responsible for the next Crown Coronation feast.
- 1.27 May receive the title of Countess/Count after successful completion of her/his term. (At the option of the outgoing Monarch)
- 1.28 Shall not miss six weeks in a row or more than twelve weeks total else a new consort must be chosen.

1.3 Prime Minister:

- 1.31 Once every six months during a Monarch's mid-reign an election shall be held. The winner of this election shall become the Prime Minister for six months.
- 1.32 All candidates for the election must be approved by the Althing.
- 1.33 The Prime Minister is not required to pay any monthly dues or Kingdom of Goldenvale sponsored feast fees, during his/her term.
- 1.34 Is responsible for the following aspects of the group funds:
 - 1.341 Collection of all fees and dues
 - 1.342 Maintain and keep accurate records of the group treasury
 - 1.343 Keep accurate records on all group income and expenditures
 - 1.344 Maintain accurate records on the dues paid status of all group members.
- 1.35 Must keep records of attendance and active members
- 1.351 Must keep the Member Information files on all members up to date.
- 1.36 Is responsible for providing rule books and newsletters to the populace.
- 1.37 May receive the title: Baron/Baroness after the successful completion of his/her term. (At the option of the current Monarch.)
- 1.38 Shall not miss more than a total of eight weeks else a new Prime Minister must be elected.
- 1.39 Shall hold an automatic seat on the B.O.D. during his/her term.
- 1.3A Must be at least 18 years of age.

1.4 Champion of the Realm:

- 1.41 The Champion is the individual who placed second in the Crown tourney.
- 1.411 Exception - if the Monarch is elected, then the winner of the Crown tournament shall be the Champion.
- 1.42 Shall maintain a lost and found for the organization.
- 1.43 Responsible that all weapons and armor have been checked for safety and legality.
- 1.44 Responsible for organizing the battlegames on days when no predetermined scenarios are scheduled.
- 1.45 Shall be the defender of the Crown
- 1.46 Will become the pro-tem Monarch if the present Monarch should prematurely leave the throne.
- 1.47 Shall not miss more than four weeks in a row or twelve weeks total else a new Champion must be found.
- 1.48 May receive the title of Defender upon successful completion of his/her term. (At the option of the outgoing Monarch)
- 1.49 The Champion must be at least 18 years of age.
- 1.4A The Champion is not required to pay any monthly dues or Kingdom of Goldenvale sponsored feast fees, during his/her term.

1.5 Board of Directors (or B.O.D.):

- 1.51 Five group members shall be chosen by open ballot to serve in this capacity.
- 1.511 An election for the B.O.D. will be held once a year during the first week in January.
- 1.512 The Monarch and Prime Minister will hold automatic seats on the B.O.D. during their terms in office.
- 1.52 The B.O.D. will have no power to change, alter, or otherwise affect the rulebook(s) or Corpora.
- 1.53 The B.O.D. will work with the Monarch and Prime Minister in areas where the group has dealings with various government agencies and their institutions and laws.
- 1.54 The B.O.D. has no status in the order of precedence, and no jurisdiction over internal group functions.
- 1.55 The B.O.D. shall meet to discuss business not less than once every three months.
- 1.56 The B.O.D. shall choose the following corporate officers:
- 1.561 Membership officer and designated agent (i.e.- Secretary)- responsible for maintaining a mailing address for the Amtgard corporation. Will work with the treasurer under the authority of the B.O.D. to handle all corporate business with all government agencies and organizations. Shall list the minutes of all B.O.D. meetings.
- 1.562 Treasurer shall maintain an accurate record of all corporate income and expenditures, specifically in the case of government audits. Will be required to work closely with the Prime Minister in these areas.
- 1.57 Scheduled BOD meetings may be closed to the populace, but the minutes of the meetings must be printed and made available to the populace within four weeks of that meeting.
- 1.5A Members of the BOD must be at least 18 years of age.

1.6 Scribe:

- 1.61 Appointment and dismissal are the Monarch's option.
- 1.62 Shall work with the Prime Minister to insure that an Amtgard newsletter is printed at least once every two months.
- 1.63 Print any fliers, letters, or other news of the Crown and Prime Minister.
- 1.64 Work with the Monarch and Prime Minister to maintain a yearly calendar of events.

1.7 Guildmaster of Reeves:

- 1.71 Shall be chosen from the Reeves guild by election at the Crown Qualifications. Members of the guild who may vote are those who passed the Reeves test with a score of 75% or better, and the current guildmaster.
- 1.72 Shall work with the Monarch and Prime Minister to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.
- 1.73 Shall work with the Champion in checking armor and weapons for safety and legality.
- 1.74 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.
- 1.75 Will be the Crown's advisor on the rules.
- 1.76 Will give the Reeves test every six months at Crown Qualifications.
- 1.77 Dismissal is by a decision of the Monarch and Prime Minister.
- 1.78 May enforce an initial warning, followed by bout forfeit, and then tourney disqualification system for particularity troublesome or unsportsmanlike fighters at the tourneys.

1.8 Captain of the Monarch's Guard:

- 1.81 Appointment and dismissal are the Monarch's option.
- 1.82 Shall be in charge of security at all Amtgard events.
- 1.821 Exception: If the Captain is under 18, then the Champion shall be in charge of security at all Amtgard events.
- 1.83 Shall ensure that the Monarch and Consort are properly escorted.
- 1.84 Will share duties with the Champion in terms of carrying out the policies of the Crown.

1.9**Class Guildmasters:**

- 1.91 Each fighting guild, the Circle of Knights, the Circle of Steel, and the Reeves Guild will each vote for their guildmaster at the Crown Qualifications held every six months.
- 1.92 One must have participated in a guild in the past six months in order to vote in the election for that guild's guildmaster.
- 1.93 Class guilds include all fighting guilds (warriors, healers, barbarians, etc.).
- 1.94 Guildmasters have the following responsibilities:
 - 1.941 Must keep the members of their guild following the proper rules of their class.
 - 1.942 Monitor their classes and present ideas for improvements and possible solutions for problem areas to the Monarch and the Althing.
 - 1.943 Help new people to learn and play by the rules.
 - 1.944 Encourage garb, equipment, and personas applicable to their class.
 - 1.95 Guildmasters may be removed from office by a 2/3 vote of all guild members and approval of the Monarch and Prime Minister.

2.0 Other Positions

2.1 Colleges of Arts and Sciences:

- 2.111 The non-fighting guilds shall have a guildmaster chosen every six months at the Crown feast. The Monarch shall choose the Science guildmasters, and the Consort shall choose the Arts guildmasters.
- 2.12 Although the guilds will vary, the following are examples:
- 2.121 Arts - Art, Garbers, Literature, Minstrels, Theatre, Drama
- 2.122 Sciences - Heraldry, Sages, Engineers, Gladiators, Smiths, Vintners
- 2.13 Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline in the group.
- 2.14 Certain Arts and Sciences guilds have additional duties:
- 2.141 Garbers - inform the Monarch and Prime Minister when a garber credit should be awarded for one of the following reasons: making nice garb for others, armor construction, flag construction, making superior garb for oneself (note that garber credits may be awarded in addition to orders of the Dragon).
- 2.142 Heraldry - collect and maintain the personal symbols and persona histories of all group members.
- 2.143 Smiths -
- 2.1431 Inform the Monarch and Prime Minister when a smith credit should be awarded for one of the following reasons: sponsoring a major Amtgard event, publication, or workshop, or any other comparable service to Amtgard.
- 2.1432 Aid the Monarch and especially the Champion and Guildmaster of Reeves, to insure that equipment utilized on the battlefield is safe.
- 2.1433 Inform the Prime Minister when a person achieves a new weapon classification rating in dueling. Ratings are gained in each weapons class by the schedule that follows:
AA win twelve or more consecutive duels*
A win six or more consecutive duels*
B win a tourney (four or more duels)*
C place 2nd or 3rd in a tourney (four or more duels)*
* duels must be fought against four or more different opponents determined by the dueling/tourney organizers.
- 2.1434 Work with the Prime Minister to keep people's dueling records accurate.

2.2 Reeves Guild:

- 2.21 Members are those who have passed the Reeves test within the last six months with a score of 75% or better.
- 2.22 Though under the jurisdiction of the Monarch and the Guildmaster of Reeves, the Reeves have the following powers over the battlegames:
- 2.221 May add newcomers and adjust the teams to balance a game.
- 2.222 May call whether a hit on a person is valid or not.
- 2.223 May take unsafe people or equipment off the battlefield.
- 2.224 May take time off a person's death if he died especially well.
- 2.225 May declare a person dead if he persistently is causing problems.
- 2.226 May declare the end to a game if play is stagnating.
- 2.227 May appropriate additional reeves if they are needed.
- 2.23 Reeves are responsible for the following:
- 2.231 Must ensure that the games are safe to participants and bystanders.
- 2.232 Shall retrieve expended and discarded equipment.
- 2.233 Shall help the participants in their understanding of the games.
- 2.234 Shall ensure that the quality of play is honest and in keeping with the spirit of the rules and corpora.

- 2.3 Monarch's/Consort's Guard:**
2.31 No more than ten people shall fill these slots. They will be chosen by the Monarch and the Consort.
2.32 Shall escort the Crown and aid the Captain of the Guard in his/her duties.
- 2.4 Circle of Steel:**
2.41 Shall be composed of the captains of all companies with three or more participating members.
2.42 Shall organize and orchestrate company-related activities within the group.
- 2.5 Consort's Defender:**
2.51 Shall be chosen by the Monarch's Consort.
2.52 Will escort and serve the Consort in much the same way the Champion augments the Monarch.
- 2.6 Court Bard:**
2.61 Appointment and dismissal are the Monarch's option.
2.62 Responsible for organization and performance of the arts at official Amtgard functions.
- 2.7 Court Jester:**
2.71 Appointment and dismissal are the Monarch's option.
2.72 Responsible for humor and levity at official Amtgard functions.
2.73 May double as the herald for all announcements of the Crown.

3.0 Amtgard Government

3.1 Althings:

- 3.11 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).
- 3.12 Anyone may attend. Only dues paying members (active or "donating" members) may vote on Amtgard policies.
- 3.13 The Althing may do the following things:
 - 3.131 Discuss and enact rule changes.
 - 3.132 Revise and update the Corpora.
 - 3.133 Discuss and vote on major expenditures of the group treasury.
 - 3.134 Discuss the future of the Kingdom and its priorities.
- 3.14 Althing rules of order may be set down by the Crown. The Champion is responsible for enforcement.

3.2 Elections:

- 3.21 Shall be held by the Prime Minister.
- 3.211 Exception- the Prime Minister election will be held by the Guildmaster of Reeves.
- 3.22 The winner of any election requires a simple plurality vote (more votes than the next highest vote receiver).
- 3.23 People must have been in the group for six months in order to vote in any election.
- 3.231 The Crown may also set a minimum attendance and require a contributing membership for determining eligibility to vote in elections.
- 3.24 The Monarch shall break any tie votes in an election.
- 3.25 A person may only be an active member of one group in any six month period (and thus, may only vote in Althings and elections in that one group).

3.3 Removing Amtgard Officers:

- 3.31 Can be initiated by a petition signed by at least 20% of the active (dues paying) members of the group.
- 3.32 Requires a 2/3 vote of all the group's members for removal.
- 3.33 May be vetoed by joint agreement of the Monarch and Prime Minister.
- 3.34 Note: no person may hold any of the following two positions at the same time - Monarch, Royal Consort, Champion, and Prime Minister.
- 3.341 No person may hold any of the following two positions at the same time: Champion, Prime Minister, Guildmaster of Reeves, Guildmaster of Smiths.

3.4 Rules Changes:

- 3.41 Any decision agreed upon by the Monarch and Prime Minister is law until the next Althing (a duration of one to seven weeks).
- 3.42 Temporary rulings may be published in the newsletter.
- 3.43 Final rulings will be added to an addenda sheet for local group use only.
- 3.44 Only the Althing, or the Monarch and Prime Minister, can change, add or delete from the laws of Amtgard.
- 3.45 Any suggested changes to a class should be first passed by the guildmaster of that class.
- 3.46 Rules changes that apply to all groups of Amtgard International require a 75% vote of current Kingdom level Monarchs and a ruling by the Central Board of Directors that no mundane or Amtgard Contract/Agreement laws have been broken.

3.5 Dues (donations) and Policies of the Treasury

- 3.51 Dues are \$6 for six months. Though not required of Amtgard members, certain positions and prerogatives may only be applicable to active (dues paying) members. People should read this Corpora very carefully to ascertain the advantages of active (i.e.- donating) membership.
- 3.52 Receipts will be given if requested.
- 3.53 The Prime Minister shall serve in the capacity of group treasurer.
- 3.54 The Monarch or Prime Minister may each spend 10% of the treasury every month in order to run the group. The Althing must vote on any larger expenditures of the treasury.
- 3.55 Dues paying members are entitled to a copy of the rules, the Corpora, and the group newsletter. However, note that the group is not obligated to provide materials to a member if the cost to reproduce those materials exceeds the sum of the dues that particular person paid.

4.0 Honors and Awards

4.1 Knighthood:

Listed first because of the attraction it holds for most Amtgard members. Amtgard has experimented with several systems of criteria for knighthood. None of them worked very well, mainly because people wanted the mark of achievement more than the achievements themselves. It is unfortunate that so many believe a white belt will elevate them past their own foibles and fears. Notwithstanding the mistakes of the past, here are the latest criteria for Knighthood. It is an attempt to at least partially recognize the efforts of our brightest and our best. This system might yield a higher percentage of white belts than other medieval organizations. That only reflects Amtgard's trend away from the massive arrogance found elsewhere that implies it is the mark of a knightly persona to drive the infidels (translate to: "other guys") into the ground. In the modern "real" world, knighthood is awarded for a variety of reasons (winning a Nobel prize, organizing an effort to feed the starving, etc.). It is to be hoped that Amtgard will take a page from this more enlightened perspective.

4.11 The Monarch of a Kingdom may knight people into any of the four orders. Although not required, candidates for Knighthood should have achieved the criteria listed and have the approval of a majority of the Knights of that order. Note that the achievement of criteria set forth does not automatically grant Knighthood. Also note that the traditional positive knightly virtues will go a long way towards achieving the white belt.

4.12 The orders of Knighthood:

4.121 Knights of the Crown:

- a. A civil order for serving in the highest echelons of the group
- b. Colors: white trimmed with gold
- c. Suggested criteria: complete a term as the Monarch or serve in two of the following three positions: Champion, Consort, Prime Minister.

4.122 Knights of the Flame:

- a. A service order for contributions to the group
- b. Colors: white trimmed with red
- c. Suggested criteria: Masterhood in at least one of the following three areas: Rose, Lion, Smith.

4.123 Knights of the Serpent:

- a. An achievement order for excellence in the arts and/or sciences
- b. Colors: white trimmed with green
- c. Suggested criteria: Masterhood in at least one of the following four areas: Dragon, Owl, Garber, Hydra.

4.124 Knights of the Sword:

- a. A military order for fighting skills and battlefield prowess
- b. Colors: white trimmed with silver
- c. Suggested criteria: any of the following honors- Warlord, Defender, Weaponmaster (equivalent tournament successes will be considered).

4.13 Only those Knights who have been a member of the Circle of Knights (Guild of Knights) for twelve or more weeks may play a paladin or anti-paladin. Exception - if for any reason a person loses his/her knighthood, they also lose the ability to play paladin or anti-paladin.

4.14 A Knight may choose to take a squire.

4.141 The garb of a squire is a red belt.

4.142 A knight should never have more squires than separate orders of knighthood that he/she has achieved.

- 4.2 Masterhood in the Service Guilds and Orders:**
- 4.21 Awarded by the Monarch for achieving the criteria set forth.
- 4.22 Denotes excellence in contributions to the group in the area listed (see explanations of the orders themselves).
- 4.23 Specific types of Masterhood:
- 4.231 Dragon- 10 orders of the Dragon.
- 4.2311 Hydra- 10 orders of the Hydra.
- 4.232 Garber- 12 garber credits.
- 4.233 Lion- any combination of orders of the Lion and orders of the Griffin that add up to 10.
- 4.234 Owl- 10 orders of the Owl.
- 4.235 Reeve- 12 weeks experience as a reeve.
- 4.236 Rose- 10 orders of the Rose.
- 4.237 Smith- 12 smith credits.
- 4.238 Warrior (designated title: Warlord)- 10 orders of the warrior.
- 4.239 The Monarch may create other titles and forms of Masterhood.
- 4.239A Spider- 12 orders of the Spider.
- 4.239B Bard- 10 orders of the Bard
- 4.3 Orders:**
- 4.31 Order of the Dragon
given by: Monarch, Consort
given for: outstanding achievements in the arts (garb, art, music, literature, etc.) limitations: none
- 4.32 Order of the Flame
given by: the Monarch
given for: given to a group of people (company, household, etc.) for outstanding contributions to Amtgard
limitations: only one may be given in each Monarch's reign
- 4.33 Order of the Griffin
given by: the Monarch
given for: courage, chivalry, and honor on the battlefield
limitations: none
- 4.34 Order of the Hydra
given by: the Monarch
given for: entering enough Crown Qualifications events to qualify for the Crown tourney/election
limitations: each person may only receive one Hydra per Crown qualifications
- 4.35 Order of the Jovious
given by: the Monarch
given for: outstanding attitude
limitations: only one may be given in each Monarch's reign
- 4.36 Order of the Lion
given by: Monarch, Consort
given for: displaying outstanding traits of service and loyalty to Amtgard
limitations: none
- 4.37 Order of the Mask (Masque)
given by: the Monarch
given for: outstanding portrayal of persona
limitations: only one may be given in each Monarch's reign
- 4.38 Order of the Owl
given by: Monarch, Consort
given for: outstanding achievements in the sciences (armor, construction, siege-works, etc.)
limitations: none
- 4.39 Order of the Rose
given by: Monarch, Consort

given for: beneficial service to Amtgard
limitations: none

4.3A Order of the Walker of the Middle

given by: the Monarch

given for: exemplification of the ideals and conduct of reeves

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

4.3B Order of the Warrior

given by: the Monarch

given for: fighting ability (see the criteria below)

limitations: higher levels are increasingly difficult to attain.

<u>Level</u>	<u>Belt Favor</u>	<u>Animal</u>	<u>Criteria</u>
1	green	snake	win 3 straight
2	blue	boar	win 5
3	red	mongoose	win 7
4	brown	bear	win 9
5	rust	hawk	win 11
6	gray	wolf	win 13
7	orange	tiger	win 15
8	black	panther	win 17
9	purple	dragon	win 19
10+	yellow with a red border	phoenix(Warlord)	win 21

Note: Battlefield commendations are also given with orders above 5th level only awarded for outstanding success in the 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 kingdom level tourneys. These orders are cumulative (think of them as levels). Thus, no one may have both at first, and say, an eighth level order of the warrior at the same time. Also, the levels do not add up (winning three duels, and losing one, they winning three again still only makes for a first level order of a warrior, not second level).

4.3C Order of the Zodiac

given by: the Monarch

given for: outstanding contributions in any one month

limitations: only one may be given each month

4.3D Note: as with the order of the warrior, orders of all types, when awarded at higher levels, should be harder to earn (i.e.- a person's 7th order of the dragon should be harder to attain than his or her 2nd order, etc.).

4.3E Order of the Spider

given by: Monarch, Regent

given for: Outstanding Contributions to the Internet Community

limitations: None

4.3F Order of the Bard

given by: Monarch

given for: Outstanding performances during Arts and Sciences competitions (i.e. Olympiads and Crown Qualls) and Bardics for Recitation, Theater, Singing and Instrumental Pieces.

Limitations: None

- 4.4 Titles of Nobility and Lesser Titles of Honor (awarded by the Monarch):**
- 4.41 Title: Grand Duke
equivalents: none
minimum criteria: serve the kingdom two terms as Monarch
- 4.42 Title: Arch Duke
equivalents: none
minimum criteria: one term each as a kingdom and Duchy (or Kingdom pro-tem) Monarch.
- 4.43 Title: Duke/Duchess
equivalents: Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda, Chiangchun
minimum criteria: serve the kingdom six months as Monarch
- 4.44 Title: Count/Countess
equivalents: Earl, Comes, Comite, Graf, Jarl, Conde, Comte, Conte, Graaf, Orkhan, Shireman, Dey, Kaliph, Khidiw, Cuauhtlahtoque, Contessa
minimum criteria: serve the kingdom six months as Royal Consort
- 4.45 Title: Marquis/Marquise
equivalents: Markgraf, Marchioness, Margrave, Mark, Markis, Margraf, Marques, Marchese, Margravine, Marquee
minimum criteria: serve in each of the following positions of a kingdom- Monarch, Consort, Prime Minister
- 4.46 Title: Viscount/Viscountess
equivalents: Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha
minimum criteria: have held both the following positions of a kingdom- Champion, Weaponmaster
- 4.47 Title: Baron/Baroness
equivalents: Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone
minimum criteria: serve the kingdom six months as Prime Minister
- 4.48 Title: Baronet
equivalents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum
minimum criteria: serve in a pro-tem position for any of the following kingdom positions: Monarch, Champion, Prime Minister, Consort
- 4.49 Title: Lord/Lady (lesser title)
equivalents: Hlafweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sheriff, U, Sayid, Agah, Rabban, Chieftain
suggested criteria: Monarch's discretion (service to Amtgard)
- 4.4A Title: Defender (lesser title)
equivalents: none
minimum criteria: serve the kingdom six months as Champion

5.0 Order of Precedence

5.1 Royalty, Nobility, Peerage

- a) Monarch (King/Queen)
- b) Prime Minister
- c) Champion
- d) Royal Consort
- e) Grand Duke
- f) Arch Duke
- g) Duke
- h) Ducal Chancellor
- i) Ducal Champion
- j) Ducal Consort
- k) Count
- l) Marquis
- m) Viscount
- n) Baron
- o) Baronial Chancellor
- p) Baronial Champion
- q) Baronial Consort
- r) Knighthood
- s) Baronet
- t) Warlord
- u) Defender
- v) Sheriff
- w) Shire Chancellor
- x) Shire Champion
- y) Shire Regent
- z) Lord/Lady
- aa) the title of Master
- bb) Esquire

5.2 Other Positions:

- cc) Guildmaster of Reeves
- dd) Captain of the Guard
- ee) Scribe, Court Herald, and Jester
- ff) Weaponmaster
- gg) Warmaster, Arts & Sciences champion
- hh) All other guildmasters
- ii) All other court positions
- jj) Royal guardsmen
- kk) Masters of service orders
- ll) Masters of guilds
- mm) Company/House heads
- nn) Squire
- oo) Reeves guild
- pp) Company/House officers
- qq) Man at Arms
- rr) Page

6.0 Crown Tournament and Qualifications

- 6.1 Qualifications:**
- 6.11 Will be held every six months, one or two weeks prior to the Crown tournament and election.
- 6.12 Will be the responsibility of the highest group officer (excluding the Prime Minister) not running for Crown.
- 6.13 Anyone may enter Crown qualification events.
- 6.14 Crown contestants will be required to enter a minimum specified number of Crown Qualification cultural events.
- 6.15 Crown contestants must pass the Reeves test.
- 6.16 The group may set other criteria for Crown contestants.
- 6.17 Multiple entries are allowed in a contest, but a single entry may not be entered in more than one contest.
- 6.18 The following orders will be awarded for outstanding entries: Dragon, Hydra, Rose, Owl, Warrior (for warskill events).
- 6.19 Typical cultural skill contests include (but are not limited to): flat art, 3-D art, heraldry test, singing, instrumental music, best tasting cooking, factual writing, composition, weapon and shield construction, passive construction, active construction, best looking garb, best fighting garb, strategic gaming, vintners, poetry, etc.
- 6.1A More specific rules for these qualifications shall be put out by the sponsor at least six weeks prior to the date set for Crown Qualifications.
- 6.2 The Month of Crown:**
- These events occur twice a year during the period of Crown Qualifications and Monarch selection
- 6.21 Event: Guildmaster elections
Date: one week prior to and during Crown Qualifications
Sponsor: Prime Minister
- 6.22 Event: Crown Qualifications
Date: one or two weeks prior to the Crown tournament/Election
Sponsor: highest uninvolved group officer (excluding the Prime Minister)
- 6.221 The winner of the cultural events at Crown Qualifications shall hold the title of group Arts and Sciences Champion for 6 months.
- 6.222 The winner of the war events at Crown Qualifications shall hold the title of Warmaster for six months.
- 6.23 Event: Crown tournament
Date: third weekend of the month, once every six months in April and October
Sponsor: same as for Crown Qualifications plus the Guildmaster of Reeves.
- 6.24 Event: Crown Coronation Feast
Date: one or two weeks after the Crown tournament
Sponsor: outgoing Royal Consort
- 6.25 Event: Weaponmaster tournament
Date: one or two weeks after the Crown tournament
Sponsor: Reeves guild
Note: This is a passage of arms in several different weapons classes. It is held in a tournament format and the winner will hold the title of Weaponmaster for six months until the next such tourney.

Added to the Goldenvale Corpora in 10/1994

Crown Qualifications

The rules of Crown Qualifications should be printed and made available to all Amtgard members regardless of Donating status, free of charge on or after the date of the initial vote to determine if the new Monarch will be by ballot or by tourney.

Please note that there are a few amendments to Crown Qualifications as follows:

Candidates for Monarch, Champion and for Consort must declare separately and then choose their 'running mates' by the end of the day of Crown Qualifications.

Qualification requirements for Consort are now identical to those of Monarch and Champion.

*To be eligible for Crown the contestant must be a contributing member for the 6 months prior to Crown Election / Tourney. Please note that contribution can not be paid retroactively.

The names of all club members who would be qualified to run for Monarch and/or Consort (Should they so desire,) will be published 4 weeks prior to Crown Election as will all club members eligible to vote in Crown Election.

*To be eligible to vote for Crown you must have been a contributing member of Amtgard, Kingdom of Goldenvale for the six months prior to the Crown election. Such contributions can not be made retroactively.

In the following text the words 'Crown Contestant' or 'Contender' or 'Candidate' refer to both those going for Monarch, Champion, or Consort.

Crown Calendar

- 6 weeks prior to Crown Elections / Tourney - All contributing club members vote whether to select the Monarch by vote or by tourney. Vote to be taken and tallied by the Prime Minister
- 3 weeks prior to Crown Elections / Tourney - Crown Gaming Tourney Begins

- 2 weeks prior to Crown Elections / Tourney - *Crown Declarations due to the Prime Minister. Written Entries for Crown due. Guildmaster Elections

* Contestants for Monarch, Champion and Consort must declare separately.

- 1 week prior to Crown Elections / Tourney - Crown Qualifications (begin 10:00am)
- Crown Elections and/or Tourney
- 1 week after Crown Election / Tourney - Crown Coronation Feast

Sponsors:

- Autocrat: In charge of running the entire process of Crown Qualifications and overseeing all of the judging of cultural entries.
 - Poetry, Composition, and Factual Writing: In charge of collecting, choosing judges, and tabulating the results (then giving them to the Autocrat) of any written entry. All written entries must be in the hands of the sponsor 1 week prior to Crown Qualification Tourney. Note: You must provide five (5) typed copies of each of your entries to the sponsor.
 - Strategic Gaming: In charge of running all of the gaming events.
 - Crown Tests: In charge of administering and scoring the Reeve, Corpora, and Heraldry tests. It is up to the Guild Master of Reeves to write the Reeves test, the Guildmaster of Heraldry to write the Heraldry test, and the sponsor of this event to write the corpora test.
- All Crown Contestants and Consorts must take and pass the reeve's test.
- Crown and Guildmaster Elections: In charge of tabulating the votes for crown

elections including, voting for a tourney or election, voting on the new Monarch. Also in charge of insuring that each fighting guild holds an election and summing up the results. Run by the Prime Minister

- Crown Feast: In charge of running the Crown Feast. Run by the Consort or Regent

Entries:

Any club member may enter an event or contest. You do not have to be a Crown candidate to enter crown qualifications. There is no number of entry requirements for those not running for Monarch, Champion or Consort. Those running for Crown or for Consort must enter the required minimum number (7) of separate categories.

In the event any contestant for crown strongly disagrees with his or her scores, the Qualifications Autocrat may be approached and may or may not (at his or her discretion) choose to review the scoring. Guildmasters, Masters and the Prime Minister can be polled on the appropriateness of the scoring and a consensus of opinion can result in re-scoring the entry(s) in question by said Guildmasters, Masters, Prime Minister and Autocrat.

Any prospective Crown and/or Consort candidate denied qualification by a negative review of the Art's and Science's Guildmasters who are not running for crown may appeal to the club populace. In such a case the active contributing members (voting members) may vote on whether the contestant in question may be allowed to run for Crown.

A person may have several entries in any one category however the same entry may not be entered in more than one contest

Entries must have been made solely by the person entering them (except for joint entries) and must have been made since the last Crown Qualifications.

In the case of doubt of the origins of an entry (who made it,) the person with the entry will be asked to verify that he/she actually made it. The Monarch, Consort, and Prime Minister are the final judge of authenticity (and legality) in this case. As in the case of moving entries to other categories. The Arts and Science's guildmasters

will decide if any of the above listed officers have conflicting interests.

A joint entry will count as only 1/2 a category for purposes of qualifying for crown.

A prospective candidate must average at least a 5.0 or greater in his/her 7 best categories (best score per category) in order to qualify for crown.

Crown Contestants

All Crown Contestants must take and pass the reeves test (75%). Those failing to pass the reeves test can be allowed to take a second test. In no event may a Crown Contestant take any qualifying test more than twice to qualify for crown.

All Contenders for crown must be contributing members for the six (6) months prior to crown qualifications. Contributions can not be made retroactive past the date of the initial vote to decide on a tourney or election for the next Monarch I.e. six (6) weeks prior to the Crown Elections / Tourney. Contributing members who will be eligible to run for crown will be published in the Newsletter 4 weeks prior to the Crown Elections / Tourney.

In order to vote in the crown selection process, you must be a contributing member for the six (6) weeks prior to the initial vote to decide whether by vote or by tourney.

Contestants must have been in the club for the last six (6) months prior to the crown selection process.

Contestants must have attended at least twelve (12) events in the past six (6) months.

Contestants for Monarch must select their Consort from among those who have qualified for consort immediately following announcement of the crown qualification results on the day of Crown Qualifications. Contenders for Monarch need not announce their consort prior to Qualifications but must do so by the end of the day of crown qualifications

Contestants for Monarch Champion and Consort must enter a minimum number of seven (7) cultural events. The following do not count toward the minimum number of events:

Reeve's Test
Place Encampments

Strategic gaming counts as only one event, regardless of how many different games that are entered.

The Corpora test and Heraldry test only count as one event regardless if both are taken

Consorts:

Consorts must qualify under the criteria listed above for crown contestants.

Judging:

All events will be judged by a panel of no fewer than five (5) nor more than ten (10) judges.

Scores will be added and averaged by the Autocrat or by a designated assistant.

All Judges must be club members and may not judge a contest or event in which they have an entry.

In the event any judge, in the opinion of the Autocrat, is unreasonably biased, as evidenced by consistent wildly divergent scores when compared to the rest of those judging, then the Autocrat shall have the option of discarding that judge's scores for all entries in the category being judged and/or *calling for another person or persons to re-judge the category. *(This will be true only in those events which are judged by less than Five (5) persons.) If such a bias is evidenced and there are ten (10) persons judging then the biased scores will be thrown out for all contestants down to a minimum of five (5) judges if necessary.

An example to make this clear: If your friend is running for crown and you are judging an event in which he has an entry and all the other judges score the entry as a one (1) and you score it as a five (5) you can be sure the Autocrat will question and possibly disallow your scoring.

JUDGES MUST, AS NEARLY AS POSSIBLE, BE IMPARTIAL IN THEIR SCORING

Scoring and Qualifying

Contests / Events will be scored on a scale from one (1) (Low) to ten (10) (High) by the panel of judges.

Orders for entries will be awarded as per the Corpora of Kingdom laws.

Contestants passing the Reeve's test and entering the required minimum of seven (7) cultural contests, and achieving an average score of 5.0 or better (best scores in seven (7) separate categories) will qualify for crown however see below.

Arts and Sciences officers, Monarch, Consort (those not running for crown), and the Prime Minister may question the quality of a contestant's entries. By majority vote of these Guildmasters the contestant will not be allowed to run should their entries not meet minimum standards. A contestant so denied may appeal to the club populace. In such a case the voting club members may vote on whether the contestant in question did or did not qualify.

Placing

For purposes of interest, overall standings will be computed by the traditional system of three (3) points for a first place, two (2) points for a second place, and one (1) point for a third. Multiple ties for a place with full point value, will be awarded, however see below.

No more than 50% (rounding up) of the total number of entries of an event / contest may place. Entries in events scored on the one (1) to ten (10) scale may always place if their average score is 7.5 or higher. Also, test results that equal or exceed the percentage required to pass may also place.

Scores necessary to pass:

Reeves Test 75% or higher
*Corpora Test 75% or higher
*Heraldry Test 50% or higher
or any other test

*Note: One of these tests may be taken and passed by those running for Monarch or Consort

and used as one of their 7 minimum entries.

Orders of awards for quality entries are based on the following criteria:

Events requiring intelligence and thought and service oriented - Order of the Rose. An order should be awarded to the person who scored highest on any of the tests, as long as they have not scored higher in the past.

Events utilizing artistic abilities - Order of the Dragon.

Categories / entries which are science oriented (not necessarily artistic although they could be artistic as a secondary consideration,) - Order of the Owl.

Events requiring combat and fighting skills - Order of the Warrior.

Any Bardic event - Order of the Bard

All those qualifying for crown receive the order of the Hydra

War Events

These are official Crown Qualification events. Although not required, Contestants are encouraged to enter one or more war events.

War events are an acknowledgement that Amtgard is a fighting society and are provided for the interest and enjoyment of the populace. Even though some may have no particular interest in the cultural event portion of the Crown Qualifications they are encouraged to enter the war event portion.

Judges for all events are needed. Preferably judges for the war events should be members of the Reeve's guild.

Note: All those interested in judging should contact the Autocrat prior to Crown Qualifications.

The Choosing of Monarch

All contributing members may vote from 1:00 p.m. to 4:00 p.m., 6 weeks prior to Crown Qualifications to determine whether the next

Monarch will be chosen by ballot or by tourney.

If the vote is for the ballot method, the Prime Minister will run an election on the day of the Crown Tourney, before the Tourney itself to determine who will be the next Monarch. The voting hours will be from 1:00 p.m. to 4:00 p.m. at which time the polls will be closed. If anyone who is entitled to vote cannot be present to vote on that day then he or she may get a signed and dated proxy (Proxy must be specific and not general,) to the Prime Minister on that day.

Note: if the Monarch is selected by popular vote then the Consort is the heir to the throne if for any reason the Monarch cannot complete his reign. The winner of the Crown Tourney will be the Champion.

If the vote is for the tourney method of selection, then the crown tourney will be held at 1:30 p.m. by the present Champion unless he is a Crown Contestant in which case it will be run by the Guildmaster of Reeves, then the Guildmaster of Smiths, then the Guildmaster of Gladiators, then a person of the Monarch's Choice, on the day scheduled.

The format will be either a round robin or double elimination. The winner of the tourney will be the new Monarch and the second place winner, the new Champion. Note: If the Monarch is selected by tournament then the Champion is heir to the throne if for any reason the Monarch cannot complete his reign.

The Crown Tourney will be fought by the honor code of the Order of the Lion and the Order of the Griffin.

The Prime Minister is responsible for taking and tallying all votes and proxies.

The times of the voting can be changed by the Monarch, Autocrat and Prime Minister provided it is announced two weeks prior to the vote in question. There must be at least a two (2) hour window in which to place a vote for either the Monarch or the process in which they are to be chosen.

Cultural Events

Note: Although events may be added or deleted, crown contestant requirements for entering a minimum of seven (7) events will be based solely on the list presented below. Also note that the

Monarch, Consort, and Prime Minister are together the final judges as to which category a specific entry is qualified for in the case of disputes.

The below are presented as broad categories with many sub categories within. Should there be a minimum of four (4) entries of one type within any one category, that category will be placed into its own contest. i.e. Four (4) pieces of jewelry are entered into art / 3-D, Those pieces would form the new category of jewelry. The exception to this is when it would leave the original category with less than three (3) entries.

Each entry (excepting written entries,) must be accompanied by a piece of paper with the owners name, the category, sub category (when appropriate,) title and a brief description of the piece of work explaining any techniques used, historical value or whatever might help the judges facilitate a proper score for the object.

- Art, Flat (2-D): Includes original sketches, drawings, paintings, photography and any other art forms rendered on a flat medium.
- Art, 3-D: Includes sculpture, jewelry, ceramics and other art forms done in three dimensions.
- Composition: Five pages or less. Includes persona histories and short stories.
- Factual / Informative Writing: Includes essays, how-to articles, historical research, etc. Five (5) pages or less.
- Poetry: Any poetry forms, free verse, song lyrics, etc.

Please note: Any one entering categories 3, 4 or 5, must provide the sponsor with Five (5) hard copies of each entry.

- Construction, Armor: Legal Amtgard armor judged on basis of construction, effort and appearance.

- Construction, Weapon: Amtgard legal weapons judged on safety, quality of construction, originality and appearance.
- Construction, Shield: Amtgard legal shields judged on safety, quality of construction, originality and appearance.
- Construction, Passive: Includes items not otherwise listed such as helmets, metal weapons, furniture, chests, etc. Judged on quality of construction, appearance and originality.
- Cooking, Best tasting: Food or drink. Must be a dish that could have been made in medieval society. Main Dish, Appetizer, Dessert, and Vitning are subcategories of this group.
- Garb, Fighting: Includes all garb made for use on the battlefield. Light armor may be worn but see separate Construction ñ Armor category. Judged on quality of construction, originality and appearance.
- Garb, Formal: Includes garb not meant to be worn on the battlefield, i.e. feast garb, court garb etc. Judged on Appearance, originality, and quality of construction.

All Garb entries may be worn by self or a model.

- Instrumental Music: No vocal accompaniment
- Singing: With or without accompaniment. May be a rendition of a period piece or of an original composition written in a medieval style.
- Recitation: Original or period poetry or stories.

Note: There is a five (5) minute time limit on instrumental music, singing or recitation.

- Place Encampments: Pavilions, camping areas, etc. In general, any area designed to add a medieval ambiance to the gathering.
- The Rose: Banners, personal favors, belt sashes, etc. Judged on appearance,

construction and originality. Items should be intended to benefit Amtgard. The definition of the Rose should be kept in mind when judging, i.e. "for service to the club."

- Strategic Gaming: Includes chess and pente. Other games can be added if there is specific interest. If you want games added please make your wishes known to the Autocrat of Gaming. To receive a credit, a participant must participate in two or more games.
- Test, Corpora: A 20 question test on the Amtgard, Kingdom of Goldenvale, Corpora of laws. A score of 75% or higher is required to pass. This test (or the heraldry test but not both,) may be counted as one of the seven (7) required entries to pass.
- Test, Heraldry: A test administered on the principles of basic Medieval Heraldry. A score of 50% or more is required to pass this test. . This test (or the corpora test but not both,) may be counted as one of the seven (7) required entries to pass.
- Test, Reeve's: A general test over the rules, both theory and application. Passing score is 75% or more. Crown contestants must take and pass this test. Candidates failing this test will be given a second test if they wish. The most that one can score on this second test is a 75% regardless if the actual score is higher.

- Needlework: Category includes any fine hand work crochet, knitting, embroidery, tatting, needlepoint, etc. Judged on quality of construction, artistic merit, and originality.
- Garb Accessory: Includes belt favors, pouches, belts etc. that may not fit into other categories such as the Rose. Judged on quality of construction, originality and appearance.
- Heraldic art: Any heraldic device presented in an artistic manner such as in a painting or needlework. Judged on appearance, design, and quality of work. All works should be blazoned properly though it will not be a factor in judging.

Note: The Autocrat reserves the right to split categories should the number of entries require. Conversely, if there are too few entries to actually qualify as a contest, the entries will be moved to another category if possible. It is up to the Autocrat to help and assist entrants in placing their entries into the appropriate categories

7.0 Other Amtgard Groups

- 7.1 Amtgard groups may choose to form in other cities. They may use the name of "Amtgard," but may not call themselves the Burning Lands, as that is reserved to the parent group's: Kingdom status, incorporation as a non-profit group, and the name of the central (Burning Lands) Board of Directors.
- 7.2 New groups must sign the Amtgard contract (Agreement) with the Central (Burning Lands) Board of Directors.
- 7.3 New groups must have a sponsoring kingdom.
- 7.4 This corpora is written with Kingdom level groups in mind. Smaller new groups may form and change status through the hierarchy of Shire/Barony/Duchy/Kingdom via the following criteria:
- 7.41 Shire- as per the contract
- 7.42 Barony- as per the contract
- 7.43 Duchy- as per the contract
- 7.44 Kingdom-
7.441 as per the contract, and
7.442 a majority vote of the Monarchs of all currently existing kingdoms
- 7.5 All new groups are bound by the Amtgard rules (handbook), this corpora, and the contract.
- 7.6 Awards and Orders:
- 7.61 New groups may award orders by type (i.e.- so many roses, etc.) up to a maximum level as follows:
- 7.611 Shire- second level
- 7.612 Barony- fifth level
- 7.613 Duchy- eighth level
- 7.62 Sponsoring Kingdoms may award any number of awards and orders to new groups under their jurisdiction.
- 7.7 Titles:
- 7.71 New groups may not award titles of Nobility, Knighthood, and Masterhoods until and if they achieve kingdom status.
- 7.72 New groups may create their own awards, orders, and non-noble titles.
- 7.73 Sponsoring kingdoms may award titles to new groups under their jurisdiction.
- 7.74 Suggested criteria for titles awarded to former (stepping down) officers of new groups (Awarded by the sponsoring Kingdom's Monarch):
- | <u>Kingdom</u> | <u>Duchy</u> | <u>Barony</u> | <u>Shire</u> |
|----------------|--------------|---------------|--------------|
| Monarch | Baron | Baronet | Lord |
| Consort | Baronet | Lord | Master |
| Prime Minister | Lord | Master | Esquire |
| Champion | Master | Esquire | Esquire |
- 7.8 Officers - New group officers are referred to as follows:
- | <u>Kingdom</u> | <u>Duchy</u> | <u>Barony</u> | <u>Shire</u> |
|----------------|----------------|-------------------|----------------|
| Monarch | Duke | Baron | Sheriff |
| Royal Consort | Ducal Consort | Baronial Regent | Regent |
| Prime Minister | Chancellor | Chancellor | Chancellor |
| Champion | Ducal Champion | Baronial Champion | Shire Champion |

8.0 Dissolution of Corporation and Distribution of Assets

8.1 Distribution of assets

- 8.11 Immediately upon the dissolution of the corporation, all assets must be eliminated in a fair and legal fashion. Such elimination of assets must be completed within thirty days of termination of this Agreement, at the end of which period a full report must be forwarded to the Board of Directors as previously described. Options for the elimination of assets include:
- 8.111 Use of cash on hand for the sponsorship of a final special event.
- 8.112 Contribution of cash assets and/or capital property to a legally recognized non-profit charitable organization.
- 8.113 Return of dues to members who paid them, return of capital properties to donors, equal redistribution of special event profits to members who purchased tickets to the event, etc.
- 8.114 Whatever method used must be in compliance with all applicable laws and reported in detail to Amtgard, Inc. within thirty days of termination.