

Introduction

This corpora was hammered out over 5 months by the following members of the IM corpora committee: Airleas, Auromax, Axgar, Brennan, Cedric, Jabberwock, Michael, Owl, and Wolfram. I would like to offer my personal thanks to all of them. I would also like to thank Emperor Belgarion and Prime Minister Cullum whose support was invaluable.

This corpora largely follows the format seen in other Amtgard corpora's and we have resisted making any substantial changes in awards or other things that transfer across Amtgard. The primary aim of this document was to make our corpora usable as a guide for new IM groups to follow in running their shires. This revision describes how a shire of the IM should be run.

Previously, our groups were trying to run themselves by following the Burning Lands corpora off the net. That document is only written with Kingdom sized groups in mind. It also has significant differences from both the IM corpora and the way IM government was actually run. Hopefully we have solved some of these issues.

This corpora is laid out with each type of officer getting a section and the different levels getting subsections within that framework. That is, all the leaders from Emperor/Empress through Sheriff are in one section while all the consorts are in the next section. This allowed us to stick to the format seen in other Amtgard corporas while still spelling out the exact powers and responsibilities at each level.

We hardly expect that this document is so perfect that the changing needs of a dynamic empire will not necessitate further change but we are proud of it and hope that it will serve our beloved homeland for many years.

Michael

CC Chair

By the will of the ratifying althing, this corpora will be modified by an addendum that will add a board of directors for the Iron Mountains and will require that we become a formally recognized entity under mundane tax law. This addendum, once written, will need to be formally accepted by the Imperial Althing.

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	Revision Date	Date of Ratification
Revision 17	12/04/04	04/06/00

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1. Club Membership – For the purposes of identifying the Empire and its members as an independent corporate entity under state and national law, there will be three types of membership within the Empire.
 - 1.A. Contributing Members – Individuals who are contributing members of one of the core IM provinces will be considered contributing members of the Empire. A core IM province is any province that is located within 150 miles of the Denver city limits. These provinces may not (under the Amtgard contract) become kingdoms in their own right and are thus fully integrated into the Empire. For more distant provinces, see Section 21 (Sponsored Provinces). Contributing membership in a province requires the following criteria.
 - 1.A.a. Must have a waiver signed and on file with the provincial record-keeper.
 - 1.A.b. Must be dues paid in the province during the current reign.
 - 1.A.c. Must be at least 14 years of age.
 - 1.A.d. Must have gained attendance in the province at least 6 times in the last six months.
 - 1.A.e. Must have been a contributing, associate, or populous member of one of the provinces of the Iron Mountains for the preceding six months or must be entirely new to Amtgard.
 - 1.A.f. Must abide by the Amtgard Rules of Play as well as all mundane laws while engaged in Amtgard activities.
 - 1.B. Contributing membership in a province entitles you to the following benefits within that province.
 - 1.B.a. May vote in provincial elections and althings in that province.
 - 1.B.b. May run for office in that province (within the further criteria laid out for the specific office).
 - 1.B.c. May receive one copy of the rulebook and corpora per reign as required.
 - 1.B.d. Shall be entitled to receive a copy of each issue of the provincial newsletter (if any exists).
 - 1.B.e. Shall have their attendance and award status tracked by the provincial record-keeping officer.
 - 1.C. Contributing membership in a province translates to contributing membership to the Empire as a whole and entitles you to the following Imperial privileges.
 - 1.C.a. May vote in Imperial elections and althings.
 - 1.C.b. May run for Imperial offices or a seat on the BOD (within the further criteria laid out for the specific office).
 - 1.C.c. Shall be entitled to receive a copy of each issue of the Imperial newsletter.
 - 1.D. Associate Membership – Members of the Empire of the Iron Mountains may only have one home province within the Empire where they are considered a contributing member. However, individuals may be associate members of several provinces within the Empire. Associate membership requires the following criteria:
 - 1.D.a. Must have a waiver signed and on file with the provincial record-keeper.
 - 1.D.b. Must be dues paid in that province during the current reign.

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- 1.D.c. Must be at least 14 years of age.
- 1.D.d. Must have gained attendance in the province at least 6 times in the last six months.
- 1.D.e. Must have been a contributing, associate or populous member of one of the provinces of the Iron Mountains for the preceding six months.
- 1.D.f. Must abide by the Amtgard Rules of Play as well as all mundane law while engaged in Amtgard activities.
- 1.E. Associate membership in a province entitles you to the following within that province:
 - 1.E.a. May vote in provincial elections and althings within that province.
 - 1.E.b. Shall be entitled to receive a copy of each issue of the provincial newsletter (if any exists).
- 1.F. Individuals may only change their home province once every six months. When an individual changes his home province the change does not go into effect until the record-keeping officers of both affected provinces have been informed.
- 1.G. Individuals who do not pay dues will be considered non-paying members or populace. Non-paying members may attend Amtgard game-days, feasts, camp-outs, and other activities. They do not have any voting rights in their province or in the Empire as a whole, nor may they run for or hold any club office. They must meet the following limited criteria:
 - 1.G.a. Must have a waiver signed and on file with the provincial record-keeper.
 - 1.G.b. Must abide by the Amtgard Rules of Play as well as all mundane law while engaged in Amtgard activities.
- 1.H. Members of the populace of a province are entitled to the following limited benefit within their home province:
 - 1.H.a. Shall have their attendance and award status tracked by the provincial record-keeping officer.
 - 1.H.b. Members who pay dues in a province but are considered populace because they do not meet attendance requirements will still be entitled to receive one copy of the rulebook and corpora per reign as required and a copy of each issue of the provincial newsletter (if any exists).
- 2. Attendance Credits
 - 2.A. Attendance
 - 2.A.a. An attendance, or attendance credit, requires one to sign the attendance sheet at the park or event maintained by the local Prime Minister. Specific exceptions may be made on a case-by-case basis by the local or Imperial Prime Minister.
 - 2.B. Class Credits
 - 2.B.a. If you travel more than 200 miles (one way) you can get one extra credit for a single day event. As with everything else in this section this is limited by 2.B.f.
 - 2.B.b. Provincial leaders may approve extra credits but may not exceed the limits in 2.B.f.

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- 2.B.c. Fighter Practices give you 1/4 credit a practice. Any class you are eligible for, no limits aside from those in 2.B.f.
- 2.B.d. One credit is given out per week for normal Amtgard weekly game-days.
- 2.B.e. Interkingdom or multi-day events give you one credit per day unless your provincial monarch or the Emperor/Empress says otherwise.
- 2.B.f. Using any or all of these sources there is a limit of 6 class credits per month, unless there are five Saturdays or five Sundays in that month in which case the absolute limit is 7 class credits for that month. Credit may only be given for a class that was actually played except when special events such as tournaments and quests preclude all battlegames or when taking fighter practice credit. In these cases the credit may be taken in any class you are eligible for. Monsters must always be played for credit to be given in this class.
- 2.C. Sign-in or voting credits
 - 2.C.a. Must have signed in at any IM-affiliated provinces or event at least 6 times in the last 6 months to vote in Imperial elections.
 - 2.C.b. Must be dues paid in any core IM province to vote in Imperial elections.
 - 2.C.c. Must have signed-in in a province or event at least 6 times in the last 6 months to vote in that province's elections.
 - 2.C.d. Must be dues paid in a province to vote in that Province's elections.
- 3. Dues and the Policies of the Treasury
 - 3.A. Dues shall be paid to the provincial level record-keeping officer.
 - 3.B. Dues shall consist of \$5 per provincial reign and will grant voting membership (contributing or associate as appropriate) within the province during that reign.
 - 3.C. Individuals do not pay dues directly to the Empire.
 - 3.D. Donations may be made to either the Empire or to a province. Donations directly to the Empire should be given to the Imperial Prime Minister and provincial donations should be made to the provincial record-keeper. Donations are money given, over and above the dues structure, for which no dues credit is taken. Provincial donations need not be forwarded to the Empire and are not taxed in any way.
 - 3.E. For taxation, each province will owe money to the Empire at the beginning of the provincial reign (after the cost of the coronation event). This tax is based on the number of dues paid members (contributing and associate) during the last reign. Forty percent of each contributing and associate member's dues will be paid to the Empire. This is how the individual's Imperial dues are paid and this process entitles the member to the benefits of Imperial Membership.
 - 3.F. If a province cannot pay this taxation, the Empire has the right to withhold whatever is owed next time disbursement happens. Repeated failure to pay this taxation to the Empire may constitute grounds for withdrawing Imperial support from a province, although this would currently require the approval of the Imperial Althing (Section 13.A)
- 4. Disbursement of Imperial Excess

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- 4.A. Since much of the life of the Empire will go on at the provincial level and since money sitting in the bank doesn't really do us any good; the Empire will periodically disburse excess monies back to the provinces.
- 4.B. At the beginning of each Imperial reign, if there is any money in the treasury above \$3500, the Empire will distribute it to the core provinces.
 - 4.B.a. The one exception to this is the Empire may keep an additional amount in the treasury in order to maintain a minimum balance in the Imperial Bank Account (this amount is in addition to the amount given in section 4.B.) This money may never be spent and must be kept just to maintain the minimum balance. If this ever becomes unnecessary (changing to a bank without a minimum balance) this money must be dispersed to the subgroups as outlined in 4.C at the next scheduled disbursement.
- 4.C. Each core province will receive shares of the excess based on size. Duchies will receive three shares, baronies two shares and shires one share.
- 4.D. If the Imperial Prime Minister is unable to reach a province to give them their disbursement by the end of the Imperial Reign, the money shall be returned to the Imperial Treasury. The Imperial Prime Minister must make a reasonable attempt to get in contact with the province, as determined by the Emperor, for the funds to be returned to the Imperial Treasury.
5. Provinces
 - 5.A. There are two kinds of provinces in the Empire of the Iron Mountains. The two types are core provinces and sponsored provinces.
 - 5.A.a. A core province consists of any province that is part of the Iron Mountains and is within 150 miles of the Denver city limits.
 - 5.A.b. A sponsored province is any other province that is part of the Iron Mountains. These provinces are discussed more fully under Section 21.
 - 5.B. Both core and sponsored provinces come in three types based on size.
 - 5.B.a. Duchies must have at least 40 different people per month claiming the group as a home province. This number includes both contributing members and populace but a player must sign-in to be counted. Associate members are not counted as part of this total. To be elevated to the level of a duchy the province must have been part of the Empire for two years.
 - 5.B.b. Baronies must have at least 20 different people per month claiming the group as a home province. This number includes both contributing members and populace but a player must sign-in to be counted. Associate members are not counted as part of this total. To be elevated to the level of a barony the province must have been part of the Empire for one year.
 - 5.B.c. Shires must have at least 5 different people per month claiming the group as a home province. This number includes both contributing members and populace but a player must sign-in to be counted. Associate members are not counted as part of this total.
 - 5.C. Elevation

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- 5.C.a. Any group may petition to grow in size as long as they can prove their readiness to the Emperor/Empress and the Imperial PM. They need to prove that they have met the attendance requirements for 3 months. Both the Emperor/Empress and the Imperial PM must agree upon the promotion.
- 5.C.b. New shires may be recognized in the same way. Shires do not need to meet the minimum size requirement for three months but only at the time of recognition.
- 5.D. Demotion - If a province fails to meet its required size for twelve consecutive months, the Emperor/Empress and the Imperial PM may put that group on probation for six months. If the province cannot improve its numbers and meet minimum size requirements for at least two of the six months in the probationary period, then the Imperial Althing may vote to demote them in size. A province may only drop one size level at a time.
 - 5.D.a. A provincial group may, by althing decision, voluntarily self-demote to a smaller sized group. The vote to demote must pass by a margin of 60% and the proposal must meet with the approval of the group's provincial leader. The demotion does not become effective until the results of the demotion decision have been communicated to the Imperial Prime Minister and verified by that officer. Once the Imperial Prime Minister has verified the self-demotion, and made it official, the group immediately drops down to the next lower group size (duchy becomes a barony, barony a shire).
 - 5.D.a.1. No group may self-demote more than one step in any given reign (of that group).
- 5.E. No province as a whole may be considered part of another Kingdom of Amtgard or part of another province of the IM. That is, a shire may not, as a whole, be part of a duchy. Instead, the shire is part of the Empire.
- 5.F. Should a group fail to follow Corpora requirements regarding qualification of officers, holding Crown Qualification Tourney, or payment of taxation, the Emperor, upon agreement from the Imperial Prime Minister, may immediately place the group on probation for demotion, once the Imperial Prime Minister has verified the breach(es) of Corpora requirements. If these Corpora requirements are not met by, or at, the beginning of the next reign of the group in question, (i.e. if another set of officers is elected without the correct qualifications, without holding Crown Qualification Tourney, or without taxation payment to the Empire), that group shall be immediately demoted by one size (duchy to barony, barony to shire).
- 6. Elected Leaders
 - 6.A. Emperor/Empress of the Iron Mountains
 - 6.A.a. Crown elections will be held approximately every six months. All contributing members of the Empire can vote in this election.

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- 6.A.b. Will have the power to break ties at Imperial Althings except those that he or she is directly involved in. In such cases the Imperial PM will break ties.
- 6.A.c. Shall preside over all Imperial ceremonies, althings, and functions
- 6.A.d. May award the following honors:
 - 6.A.d.1. All titles of nobility
 - 6.A.d.2. Peerage (four orders of Knighthood)
 - 6.A.d.3. All orders (see list of orders)
 - 6.A.d.4. Masterhood of Guilds
 - 6.A.d.5. Master for the orders
 - 6.A.d.6. Garber and Smith Credits
 - 6.A.d.7. Titles of Masterhood for the fighting (class) guilds.
 - 6.A.d.8. May create new honors, awards, and titles in keeping with his or her office.
- 6.A.e. May receive the title of Duke/Duchess (or Grand Duke/Duchess for serving two or more terms as Emperor) after his or her term is over based on good and valuable service in the position:
- 6.A.f. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance anywhere in the Empire, Imperial events or inter-kingdom events. Exception - the Imperial Althing may consider special circumstances.
- 6.A.g. Should the Emperor/Empress descend from the throne for any reason the Imperial Consort will become the pro-tem Emperor/Empress.
- 6.A.h. No Emperor/Empress may have the throne for more than two consecutive terms.
- 6.A.i. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
- 6.A.j. Only those who qualify at Imperial Crown Qualifications may run for Emperor/Empress. This qualification includes a reeve and corpora test as per section 19.A.d.
- 6.A.k. Shall hold an automatic seat on the Iron Mountains BOD during his or her term.
- 6.A.l. Awards and honors may never be given to members of other kingdoms without the permission of the monarch of that kingdom.
- 6.A.m. The Emperor/Empress must be at least 18 years of age.
- 6.A.n. Will schedule and preside over a meeting of provincial leaders to bestow and schedule corpora required and other Imperial events.
- 6.A.o. Shall be responsible for running the next Imperial Crown Qualifications event unless he or she is again running for Imperial office.
- 6.A.p. Shall ensure the publication of a calendar of all Imperial events within 30 days of his or her coronation.

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- 6.A.q. Shall solicit a list from provincial leaders of proposed recipients of Imperial level awards not less than 30 days or more then 60 days before Mid-reign or coronation.
- 6.A.r. May at his discretion grant extra class credits to any member of the Empire. (Within the restrictions of 2.B.f)
- 6.A.s. Spend money from the Imperial Treasury in three ways. All expenses must be documented.
 - 6.A.s.1. Up to 10% of the Imperial Treasury may be spent each month on the general running of the Empire. Any percentage not spent does not accumulate.
 - 6.A.s.2. Up to 50% of the Imperial Treasury may be spent to run corpora required events. These events should be budgeted to make money or break even and any profits returned to the Imperial treasury. If such an event is run so that proceeds are not intended to pay for it, the extra cost must come out of the 10% the Emperor/Empress may spend each month or must be approved by an Imperial Althing.
 - 6.A.s.3. Other expenditures for the Empire may be made with the approval of an Imperial Althing.
- 6.A.t. Is responsible for Public relations and Amtgard's interaction with mundania at Imperial and Interkingdom Events. This includes but is not necessarily limited to:
 - 6.A.t.1. Recruiting
 - 6.A.t.2. Speaking to interested passersby, or delegating someone to, as required to maintain a good image in the community.
 - 6.A.t.3. Dealing with Police, Rangers and whatever other forms of mundane authority need to be addressed.
- 6.A.u. The Emperor whose reign begins after the beginning of the Rakis event must call for proposals for the running of the next Rakis event. These proposals should be mostly complete, including site, budget, and proposed events and feasts. The Emperor should choose the best of these proposals and appoint the Rakis autocrat as per the accepted proposal. That autocrat will be in charge of the successful production of the Rakis event, even though much of his/her work may not be done during the reign of the Emperor who appointed him/her.
 - 6.A.u.1. An autocrat can be replaced once appointed in any of the following ways: by voluntarily stepping down or by straight majority vote of Althing. In either case, it is the duty of the Emperor in charge at the time to appoint a replacement autocrat.
- 6.B. Duke/Duchess of a Duchy
 - 6.B.a. Ducal elections will be held approximately every six months. All contributing and associate members of the duchy may vote in this election.

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- 6.B.b. Will have the power to break ties at ducal althings except those that he or she is directly involved in. In such cases the Ducal PM will break ties.
- 6.B.c. Shall preside over all ducal ceremonies, althings, and functions
- 6.B.d. May award the following honors:
 - 6.B.d.1. Titles of nobility up to and including Baron.
 - 6.B.d.2. All orders up to and including the eighth level.
 - 6.B.d.2.1. Exception: duchies may only award Lions and Griffons up to a total of eight counting both awards.
 - 6.B.d.2.2. Exception Orders of the Garber and the Smith may be awarded up to the tenth.
 - 6.B.d.3. Masterhood of Guilds
 - 6.B.d.4. Titles of Masterhood for the fighting (class) guilds.
 - 6.B.d.5. May create new honors, awards in keeping with his or her office.
 - 6.B.d.6. May not award the four orders of Knighthood.
 - 6.B.d.7. May not award Masterhood for the orders
- 6.B.e. May receive the title of Baron or Baroness (higher titles are possible at the Emperor's/Empress' discretion for multiple terms) after his or her term is over based on good and valuable service in the position.
- 6.B.f. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home duchy, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the ducal althing may consider special circumstances
- 6.B.g. Should the Duke/Duchess descend from the throne for any reason the Ducal Consort will become the pro-tem Duke/Duchess.
- 6.B.h. No Duke/Duchess may hold a ducal throne for more than two consecutive terms.
- 6.B.i. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
- 6.B.j. Only those who qualify at Ducal Crown Qualifications may run for Duke/Duchess. This qualification includes a reeve and corpora test as per section 19.A.d.
- 6.B.k. Awards and honors may never be given to members of other kingdoms without the permission of the monarch of that kingdom, nor to members of other provinces of the Iron Mountains without the permission of the affected provincial leader or of the Emperor/Empress.
- 6.B.l. A Duke/Duchess must be at least 18 years of age.
- 6.B.m. Will attend or send a representative to the meeting of provincial leaders, which bestows and schedules corpora required and other Imperial events when it happens during his reign. (This applies to core groups only)
- 6.B.n. Shall be responsible for running the next Ducal Crown Qualifications event unless he or she is again running for ducal office.

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- 6.B.o. Will coordinate the scheduling of all corpora required and other ducal game days and events.
- 6.B.p. Shall ensure the publication of a calendar of all ducal events within 30 days of his or her coronation.
- 6.B.q. Shall provide the Emperor/Empress with a list of any recommendations for Imperial awards on request.
- 6.B.r. May at his discretion grant extra class credits to any member of his or her duchy. (Within the restrictions of 2.B.f)
- 6.B.s. May spend money from the ducal treasury in three ways. All expenses must be documented.
 - 6.B.s.1. Up to 10% of the ducal treasury may be spent each month on the general running of the duchy. Any percentage not spent does not accumulate.
 - 6.B.s.2. Up to 50% of the ducal treasury may be spent to run corpora required events. These events should be budgeted to make money or break even and any profits returned to the ducal treasury. If such an event is run so that proceeds are not intended to pay for it, the extra cost must come out of the 10% the Duke/Duchess may spend each month or must be approved by a ducal althing.
 - 6.B.s.3. Other expenditures for the duchy may be made with the approval of a ducal althing.
- 6.B.t. Is responsible for Public relations and Amtgard's interaction with mundania at ducal game days and events. This includes but is not necessarily limited to:
 - 6.B.t.1. Recruiting
 - 6.B.t.2. Speaking to interested passersby, or delegating someone to, as required to maintain a good image in the community.
 - 6.B.t.3. Dealing with Police, Rangers and whatever other forms of mundane authority need to be addressed.
- 6.C. Baron/Baroness of a Barony
 - 6.C.a. Baronial elections will be held approximately every six months. All contributing and associate members of the barony may vote in this election.
 - 6.C.b. Will have the power to break ties at baronial althings except those that he or she is directly involved in. In such cases the Baronial PM will break ties.
 - 6.C.c. Shall preside over all baronial ceremonies, althings, and functions
 - 6.C.d. May award the following honors:
 - 6.C.d.1. Titles of nobility up to and including Baronet.
 - 6.C.d.2. All orders up to and including the fifth level.
 - 6.C.d.2.1. Exception: baronies may only award Lions and Griffons up to a total of five counting both awards.
 - 6.C.d.2.2. Exception: Orders of the Garber and the Smith may be awarded up to the sixth level by a barony.

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6.C.d.3.	May create new honors, awards in keeping with his or her office.	
6.C.d.4.	May not award the four orders of Knighthood.	
6.C.d.5.	May not award Masterhood for the orders.	
6.C.d.6.	May not award titles of Masterhood for the fighting (class) guilds.	
6.C.e.	May receive the title of Baronet (higher titles are possible at the Emperor's/Empress' discretion for multiple terms) after his or her term is over based on good and valuable service in the position.	
6.C.f.	Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home barony, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the baronial althing may consider special circumstances.	
6.C.g.	Should the Baron/Baroness descend from the throne for any reason the Baronial Consort will become the pro-tem Baron/Baroness.	
6.C.h.	No Baron/Baroness may hold a baronial throne for more than two consecutive terms.	
6.C.i.	No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.	
6.C.j.	Only those who qualify at Baronial Crown Qualifications may run for Baron/Baroness. This qualification includes a reeve and corpora test as per section 19.A.d.	
6.C.k.	Awards and honors may never be given to members of other kingdoms without the permission of the monarch of that kingdom, nor to members of other provinces of the Iron Mountains without the permission of the affected provincial leader or of the Emperor/Empress.	
6.C.l.	A Baron/Baroness must be at least 18 years of age.	
6.C.m.	Will attend or send a representative to the meeting of provincial leaders, which bestows and schedules corpora required and other Imperial events when it happens during his reign. (This applies to core groups only)	
6.C.n.	Shall be responsible for running the next Baronial Crown Qualifications event unless he or she is again running for baronial office.	
6.C.o.	Will coordinate the scheduling of all corpora required and other baronial game days and events.	
6.C.p.	Shall ensure the publication of a calendar of all baronial events within 30 days of his or her coronation.	
6.C.q.	Shall provide the Emperor/Empress with a list of any recommendations for Imperial awards on request.	
6.C.r.	May at his discretion grant extra class credits to any member of his or her barony. (Within the restrictions of 2.B.f)	
6.C.s.	May spend money from the baronial treasury in three ways. All expenses must be documented.	

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- 6.C.s.1. Up to 10% of the baronial treasury may be spent each month on the general running of the barony. Any percentage not spent does not accumulate.
- 6.C.s.2. Up to 50% of the baronial treasury may be spent to run corpora required events. These events should be budgeted to make money or break even and any profits returned to the baronial treasury. If such an event is run so that proceeds are not intended to pay for it, the extra cost must come out of the 10% the Baron/Baroness may spend each month or must be approved by a baronial althing.
- 6.C.s.3. Other expenditures for the barony may be made with the approval of a baronial althing.
- 6.C.t. Is responsible for Public relations and Amtgard's interaction with mundania at baronial game days and events. This includes, but is not necessarily limited to.
 - 6.C.t.1. Recruiting
 - 6.C.t.2. Speaking to interested passersby, or delegating someone to, as required to maintain a good image in the community.
 - 6.C.t.3. Dealing with Police, Rangers and whatever other forms of mundane authority need to be addressed.
- 6.D. Sheriff of a Shire
 - 6.D.a. Shire elections will be held approximately every six months. All contributing and associate members of the shire may vote in this election.
 - 6.D.b. Will have the power to break ties at shire althings except those that he or she is directly involved in. In such cases the Shire PM will break ties.
 - 6.D.c. Shall preside over all shire ceremonies, althings, and functions
 - 6.D.d. May award the following honors:
 - 6.D.d.1. Titles of nobility up to and including Lord/Lady.
 - 6.D.d.2. All orders up to and including the third level.
 - 6.D.d.2.1. Exception: shires may only award Lions and Griffons up to a total of three counting both awards.
 - 6.D.d.2.2. Exception: Orders of the Garber and the Smith may be awarded up to the fourth level by a shire.
 - 6.D.d.3. May create new honors, awards in keeping with his or her office.
 - 6.D.d.4. May not award the four orders of Knighthood.
 - 6.D.d.5. May not award Masterhood for the orders
 - 6.D.d.6. May not award titles of Masterhood for the fighting (class) guilds.
 - 6.D.e. May receive the title of Lord or Lady (higher titles are possible at the Emperor's/Empress' discretion for multiple terms) after his or her term is over based on good and valuable service in the position. Especially in small shires two terms as sheriff is often expected before someone can become a Lord or Lady.
 - 6.D.f. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home shire,

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- special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the shire althing may consider special circumstances.
- 6.D.g. Should the Sheriff descend from the throne for any reason the Shire's Consort will become the pro-tem Sheriff.
 - 6.D.h. No Sheriff may hold a shire throne for more than two consecutive terms.
 - 6.D.i. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
 - 6.D.j. Awards and honors may never be given to members of other kingdoms without the permission of the monarch of that kingdom, nor to members of other provinces of the Iron Mountains without the permission of the affected provincial leader or of the Emperor/Empress.
 - 6.D.k. A sheriff should be at least 18 years of age, but exceptions may be made by agreement of the Emperor/Empress and the Imperial Prime Minister.
 - 6.D.l. Should attend or send a representative to the meeting of provincial leaders, which bestows and schedules corpora required and other Imperial events when it happens during his reign. (This applies to core groups only)
 - 6.D.m. Will coordinate the scheduling of all corpora required and other shire game days and events.
 - 6.D.n. Shall ensure the publication of a calendar of all shire events within 30 days of his or her coronation.
 - 6.D.o. Shall provide the Emperor/Empress with a list of any recommendations for Imperial awards on request.
 - 6.D.p. May at his discretion grant extra class credits to any member of his or her shire. (Within the restrictions of 2.B.f).
 - 6.D.q. May spend money from the shire treasury in three ways. All expenses must be documented.
 - 6.D.q.1. Up to 10% of the shire treasury may be spent each month on the general running of the shire. Any percentage not spent does not accumulate.
 - 6.D.q.2. Up to 50% of the shire treasury may be spent to run corpora required events. These events should be budgeted to make money or break even and any profits returned to the shire treasury. If such an event is run so that proceeds are not intended to pay for it, the extra cost must come out of the 10% the Sheriff may spend each month or must be approved by a shire althing.
 - 6.D.q.3. Other expenditures for the shire may be made with the approval of a shire althing.
 - 6.D.r. Is responsible for Public relations and Amtgard's interaction with mundania at shire game days and events. This includes, but is not necessarily limited to.

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- 6.D.r.1. Recruiting
 - 6.D.r.2. Speaking to interested passersby or delegating someone to as required to maintain a good image in the community.
 - 6.D.r.3. Dealing with Police, Rangers and whatever other forms of mundane authority need to be addressed.
7. Elected Arts and Sciences Officers and vice leader
- 7.A. Consort of the Empire (Imperial Prince/Princess)
 - 7.A.a. Crown elections will be held approximately every six months. All contributing members of Empire can vote in this election. The Emperor/Empress and the Imperial Consort run together on tickets.
 - 7.A.b. Shall preside over all Imperial ceremonies and functions in the Emperor's/Empress' absence.
 - 7.A.c. May award the following orders (up to any level):
 - 7.A.c.1. Hydra, Rose, Dragon, Owl, Garber, and Smith
 - 7.A.c.2. May create new honors in keeping with his or her office.
 - 7.A.d. May receive the title of Count/Countess (higher titles are possible at the Emperor's/Empress' discretion for multiple terms) after his or her term is over based on good and valuable service in the position.
 - 7.A.e. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance anywhere in the Empire, Imperial events or inter-kingdom events. Exception - the Imperial Althing may consider special circumstances.
 - 7.A.f. No Imperial Consort may have the position for more than two consecutive terms.
 - 7.A.g. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
 - 7.A.h. Only those who qualify at Imperial Crown Qualifications may run for Consort
 - 7.A.i. Awards and honors may never be given to members of other kingdoms without the permission of the monarch of that kingdom.
 - 7.A.j. The Imperial Consort must be at least 18 years of age.
 - 7.A.k. The Imperial Consort is responsible for organizing the Arts and Sciences portion of Crown Tourney.
 - 7.A.l. Shall be responsible for Crown Feast.
 - 7.A.m. Shall become pro-tem Emperor/Empress should the Emperor/Empress leave office.
 - 7.A.n. Should the Imperial Consort leave office for any reason, the Emperor/Empress appoints another to be pro-tem Imperial Prince/Princess who must be ratified by majority (and who must be eligible to vote) in an althing which must take place within a month. If the althing does not ratify the appointment, then a general election is

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- held to choose the new Imperial Prince/Princess from volunteering eligible populous.
- 7.A.o. Shall be responsible for fostering the art & sciences in the Empire.
 - 7.A.p. Shall be responsible for running an Imperial A&S Tourney called Dragonmaster. (see section 20.B)
 - 7.B. Consort of a Duchy
 - 7.B.a. Ducal elections will be held approximately every six months. All contributing and associate members of the duchy can vote in this election. The Duke/Duchess and Ducal Consort run together on tickets.
 - 7.B.b. Shall preside over all ducal ceremonies and functions in the Duke/Duchess' absence.
 - 7.B.c. May award the following orders
 - 7.B.c.1. Hydra, Rose, Dragon, and Owl (up to the 8th level)
 - 7.B.c.2. Garber and Smith (up to the 10th level)
 - 7.B.c.3. May create new honors in keeping with his or her office.
 - 7.B.d. May receive the title of Baronet (higher titles are possible at the Emperor's/Empress' discretion for multiple terms) after his or her term is over based on good and valuable service in the position.
 - 7.B.e. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home duchy, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the ducal althing may consider special circumstances
 - 7.B.f. No Ducal Consort may have the position for more than two consecutive terms.
 - 7.B.g. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
 - 7.B.h. Only those who qualify at Ducal Crown Qualifications may run for Consort
 - 7.B.i. Awards and honors may never be given to members of other kingdoms without the permission of the monarch of that kingdom, nor to members of other provinces of the Iron Mountains without the permission of the affected provincial leader or of the Emperor/Empress.
 - 7.B.j. The Ducal Consort must be at least 18 years of age.
 - 7.B.k. The Ducal Consort is responsible for organizing the Arts and Sciences portion of Ducal Crown Tourney
 - 7.B.l. Shall be responsible for Ducal Crown Feast.
 - 7.B.m. Shall become pro-tem Duke/Duchess should the Duke/Duchess leave office.
 - 7.B.n. Should the Ducal Consort leave office for any reason, the Duke/Duchess appoints another to be pro-tem Ducal Consort who must be ratified by majority (and who must be eligible to vote) in a ducal althing which

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must take place within a month. If the althing does not ratify the appointment, then a general election is held to choose the new Ducal Consort from volunteering eligible populous of the duchy.

- 7.B.o. Shall be responsible for fostering the art & sciences in his or her duchy
- 7.C. Consort of a Barony
 - 7.C.a. Baronial elections will be held approximately every six months. All contributing and associate members of the barony can vote in this election. The Baron or Baroness and Baronial Consort run together on tickets.
 - 7.C.b. Shall preside over all baronial ceremonies and functions in the Baron/Baroness' absence.
 - 7.C.c. May award the following orders
 - 7.C.c.1. Hydra, Rose, Dragon, and Owl (up to the 5th level)
 - 7.C.c.2. Garber and Smith (up to the 6th level)
 - 7.C.c.3. May create new honors in keeping with his or her office.
 - 7.C.d. May receive the title of Baronet (higher titles are possible at the Emperor's/Empress' discretion for multiple terms) after his or her term is over based on good and valuable service in the position.
 - 7.C.e. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home barony, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the baronial althing may consider special circumstances.
 - 7.C.f. No Baronial Consort may have the position for more than two consecutive terms.
 - 7.C.g. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
 - 7.C.h. Only those who qualify at Baronial Crown Qualifications may run for Baronial Consort
 - 7.C.i. Awards and honors may never be given to members of other kingdoms without the permission of the monarch of that kingdom, nor to members of other provinces of the Iron Mountains without the permission of the affected provincial leader or of the Emperor/Empress.
 - 7.C.j. The Baronial Consort must be at least 18 years of age.
 - 7.C.k. The Baronial Consort is responsible for organizing the Arts and Sciences portion of Baronial Crown Tourney
 - 7.C.l. Shall be responsible for Baronial Crown Feast (if any).
 - 7.C.m. Shall become pro-tem Baron/Baroness should the Baron/Baroness leave office.
 - 7.C.n. Should the Baronial Consort leave office for any reason, the Baron/Baroness appoints another to be pro-tem Baronial Consort who must be ratified by majority (and who must be eligible to vote) in a

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baronial althing which must take place within a month. If the althing does not ratify the appointment, then a general election is held to choose the new Baronial Consort from volunteering eligible populous of the barony.

- 7.C.o. Shall be responsible for fostering the art & sciences in his or her barony.
- 7.D. Consort of a Shire
 - 7.D.a. Shires may, if desired, elect a Shire consort.
 - 7.D.b. Shire elections will be held approximately every six months. All contributing and associate members of the shire can vote in this election. The Sheriff and Shire Consort run together.
 - 7.D.c. Shall preside over all shire ceremonies and functions in the Sheriff's absence.
 - 7.D.d. May award the following orders
 - 7.D.d.1. Hydra, Rose, Dragon, and Owl (up to the 3rd level)
 - 7.D.d.2. Garber and Smith (up to the 4th level)
 - 7.D.d.3. May create new honors in keeping with his or her office.
 - 7.D.e. May receive the title of Lord/Lady after multiple terms based on good and valuable service in the position.
 - 7.D.f. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home shire, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the shire althing may consider special circumstances.
 - 7.D.g. No Consort may have the position for more than two consecutive terms.
 - 7.D.h. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
 - 7.D.i. Awards and honors may never be given to members of other kingdoms without the permission of the monarch of that kingdom, nor to members of other provinces of the Iron Mountains without the permission of the affected provincial leader or of the Emperor/Empress.
 - 7.D.j. Shall be responsible for Shire Crown Feast (if any).
 - 7.D.k. Shall become pro-tem Sheriff should the Sheriff leave office.
 - 7.D.l. Should the Shire Consort leave office for any reason, the Sheriff appoints another to be pro-tem Shire Consort who must be ratified by majority (and who must be eligible to vote) in a shire althing which must take place within a month. If the althing does not ratify the appointment, then a general election is held to choose the new Shire Consort from volunteering eligible populous of the shire.
 - 7.D.m. Shall be responsible for fostering the art & sciences in his or her shire.
- 8. Elected Record Keeping Officers
 - 8.A. Imperial Prime Minister

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8.A.a.	Shall be elected at Imperial Mid-Reign, and shall hold the position for one term.	
8.A.b.	The Imperial Prime Minister must be at least 18 years of age	
8.A.c.	No person may hold the position of Imperial Prime Minister for more than two consecutive terms.	
8.A.d.	No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.	
8.A.e.	Candidates wishing to run for Imperial Prime Minister must pass a Corpora Test and be a member of the Reeve's Guild.	
8.A.f.	May receive the title of Count/Countess (higher titles are possible at the Emperor's/Empress' discretion for multiple terms) after his or her term is over based on good and valuable service in the position.	
8.A.g.	Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance anywhere in the Empire, Imperial events or inter-kingdom events. Exception - the Imperial Althing may consider special circumstances.	
8.A.h.	The Imperial Prime Minister must be capable and legally able to handle club funds.	
8.A.i.	May Spend up to 10% of the Imperial treasury every month in order to run the Empire. The Imperial Althing must vote on all larger expenditures. Any percentage not spent does not accumulate. All expenses must be documented.	
8.A.j.	Is responsible for collection of all fees, and monies and for the collection of Imperial share of dues from the provinces. Is also responsible for disbursement the Imperial treasury at the end of each reign as per 3.E.a.	
8.A.k.	Is responsible for keeping accurate records of all Imperial income and expenses. This will include all bank activities under the following further restrictions. A deposit slip shall be received and added to the financial archives for all deposits. No night drops are ever permitted. Also all withdraws must be by check and the memo area must be filled out indicating why the check was written. The duplicate checkbooks will also become part of the financial archives	
8.A.l.	Is responsible for giving written records of income and expenses to Emperor/Empress and Scribe at Imperial Mid-Reign and Crown Qualifications.	
8.A.m.	Is responsible for providing Imperial newsletters to the populace.	
8.A.n.	Is responsible for providing master-copy rulebooks to provincial PMs for local distribution as needed.	
8.A.o.	Is responsible for providing master-copy Corpora to provincial PMs for local distribution as needed.	
8.A.p.	Shall hold an automatic seat on the Iron Mountains BOD during his or her term.	

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- 8.A.q. Shall be responsible for keeping and compiling an on-going record of awards, titles and honors from the provinces (this includes awards, titles and honors given at the Imperial level) and will supply such records to provincial PMs as needed.
- 8.A.r. Should the Imperial PM descend from office a new one will be elected as soon as possible (at latest within a month). During the interim, the Emperor/Empress will take over pro-tem duties of the PM.
- 8.B. Ducal Prime Minister
 - 8.B.a. Shall be elected at ducal mid-reign and shall hold the position for one term.
 - 8.B.b. The Ducal Prime minister must be 18 years of age or a Ducal Treasurer must be used as outlined in 8.B.s below
 - 8.B.c. No person may hold the position of Ducal Prime Minister for more than two consecutive terms.
 - 8.B.d. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
 - 8.B.e. Candidates wishing to run for Ducal Prime Minister must pass a Corpora Test and be a member of the Reeve's Guild.
 - 8.B.f. May receive the title of Baronet (higher titles are possible at the Emperor's/Empress' discretion for multiple terms) after his or her term is over based on good and valuable service in the position.
 - 8.B.g. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home duchy, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the ducal althing may consider special circumstances
 - 8.B.h. May Spend up to 10% of the ducal treasury every month in order to run the duchy. The ducal althing must vote on all larger expenditures. Any percentage not spent does not accumulate. All expenses must be documented.
 - 8.B.i. Is responsible for the collection of all fees, dues and monies at the duchy level and payment of taxes to the Empire.
 - 8.B.j. Is responsible for keeping accurate records of all ducal income and expenses. This will include all bank activities under the following further restrictions. A deposit slip shall be received and added to the financial archives for all deposits. No night drops are ever permitted. Also all withdraws must be by check and the memo area must be filled out indicating why the check was written. The duplicate checkbooks will also become part of the financial archives
 - 8.B.k. Is responsible for giving written records of income and expenses to the Duke/Duchess and the Ducal Scribe (if any) as well as the Imperial Prime Minister at mid-reign and Crown Qualifications.

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- 8.B.l. Is responsible for compiling accurate records of the dues paid members of duchy and providing the same to the Imperial PM.
- 8.B.m. Must keep attendance and class attendance records for the duchy and provide such to the Imperial PM upon request.
- 8.B.n. Is responsible for providing ducal newsletters to the populace and should assist the Imperial PM in the distribution of the Imperial newsletter.
- 8.B.o. Is responsible for providing rulebooks to members of the duchy as needed.
- 8.B.p. Is responsible for providing copies of the Iron Mountains Corpora to members of the duchy as needed.
- 8.B.q. Shall be responsible for keeping and compiling an on-going record of awards, titles and honors from the provinces (this includes awards, titles and honors given at the Imperial level) and will supply such records to Duke/Duchess or to the Imperial PM as needed.
- 8.B.r. Should the Ducal PM descend from office a new one will be elected as soon as possible (at latest during the next ducal althing, which must happen within a month). During the interim, the Duke/Duchess will take over pro-tem duties of the Ducal PM.
- 8.B.s. If, for any reason, an elected Ducal Prime Minister is unable to perform his or her duties in administering the club funds, a Ducal Treasurer must be elected by ducal althing vote.
 - 8.B.s.1. Candidates for Ducal Treasurer must meet all of the qualifying requirements of Ducal Prime Minister (Dues, attendance, etc) and be at least 18 years old
 - 8.B.s.2. The Ducal Treasurer must be capable and legally able to handle club funds.
 - 8.B.s.3. The Ducal Treasurer shall take over all financial responsibilities from the Ducal Prime Minister as outlined in the sections above.
 - 8.B.s.4. The Ducal Treasurer shall serve in office until the next Ducal Prime Minister is elected.
 - 8.B.s.5. Upon completion of their duties, the Ducal Treasurer will be eligible for, and may receive the title of Lord/Lady.
 - 8.B.s.6. The Office of Treasure does not preclude someone from holding another office.
- 8.B.t. Must keep the information in the Online Record Keeper up to date and accurate for the duchy.
- 8.C. Baronial Prime Minister
 - 8.C.a. Shall be elected at baronial mid-reign and shall hold the position for one term.
 - 8.C.b. The Baronial Prime Minister must be 18 years of age or a Baronial Treasurer must be used as outlined in 8.C.r. below
 - 8.C.c. No person may hold the position of Baronial Prime Minister for more than two consecutive terms.

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8.C.d.	No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.	
8.C.e.	Candidates wishing to run for Baronial Prime Minister must pass a Corpora Test and be a member of the Reeve's Guild.	
8.C.f.	Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home barony, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the baronial althing may consider special circumstances.	
8.C.g.	May Spend up to 10% of the baronial treasury every month in order to run the barony. The baronial althing must vote on all larger expenditures. Any percentage not spent does not accumulate. All expenses must be documented.	
8.C.h.	Is responsible for the collection of all fees, dues and monies at the baronial level and payment of taxes to the Empire.	
8.C.i.	Is responsible for keeping accurate records of all baronial income and expenses. This will include all bank activities under the following further restrictions. A deposit slip shall be received and added to the financial archives for all deposits. No night drops are ever permitted. Also all withdraws must be by check and the memo area must be filled out indicating why the check was written. The duplicate checkbooks will also become part of the financial archives	
8.C.j.	Is responsible for giving written records of income and expenses to the Baron/Baroness and the Baronial Scribe (if any) as well as the Imperial Prime Minister at mid-reign and Crown Qualifications.	
8.C.k.	Is responsible for compiling accurate records of the dues paid members of barony and providing the same to the Imperial PM.	
8.C.l.	Must keep attendance and class attendance records for the barony and provide such to the Imperial PM upon request.	
8.C.m.	Is responsible for providing baronial newsletters to the populace and should assist the Imperial PM in the distribution of the Imperial newsletter.	
8.C.n.	Is responsible for providing rulebooks to members of the barony as needed.	
8.C.o.	Is responsible for providing copies of the Iron Mountains Corpora to members of the barony as needed.	
8.C.p.	Shall be responsible for keeping and compiling an on-going record of awards, titles and honors from the provinces (this includes awards, titles and honors given at the Imperial level) and will supply such records to Baron/Baroness or to the Imperial PM as needed.	
8.C.q.	Should the Baronial PM descend from office a new one will be elected as soon as possible (at latest during the next baronial althing, which must	

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happen within a month). During the interim, the Baron/Baroness will take over pro-tem duties of the Baronial PM.

- 8.C.r. If, for any reason, an elected Baronial Prime Minister is unable to perform his or her duties in administering the club funds, a Baronial Treasurer must be elected by baronial althing vote.
 - 8.C.r.1. Candidates for Baronial Treasurer must meet all of the qualifying requirements of Baronial Prime Minister (Dues, attendance, etc) and be at least 18 years old.
 - 8.C.r.2. The Baronial Treasurer must be capable and legally able to handle club funds.
 - 8.C.r.3. The Baronial Treasurer shall take over all financial responsibilities from the Baronial Prime Minister as outlined in the sections above.
 - 8.C.r.4. The Baronial Treasurer shall serve in office until the next Baronial Prime Minister is elected.
 - 8.C.r.5. The Office of Treasure does not preclude someone from holding another office.
- 8.C.s. Must keep the information in the Online Record Keeper up to date and accurate for the barony.
- 8.D. Shire Prime Minister
 - 8.D.a. Shall be elected at shire mid-reign and shall hold the position for one term.
 - 8.D.b. No person may hold the position of Shire Prime Minister for more than two consecutive terms.
 - 8.D.c. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
 - 8.D.d. Candidates wishing to run for Shire Prime Minister must pass a Corpora Test created by the Imperial GMR.
 - 8.D.e. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home shire, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the shire althing may consider special circumstances.
 - 8.D.f. May Spend up to 10% of the shire treasury every month in order to run the shire. The shire althing must vote on all larger expenditures. Any percentage not spent does not accumulate. All expenses must be documented.
 - 8.D.g. Is responsible for the collection of all fees, dues and monies at the shire level and payment of taxes to the Empire.
 - 8.D.h. Is responsible for keeping accurate records of all shire income and expenses. This will include all bank activities under the following further restrictions. A deposit slip shall be received and added to the financial archives for all deposits. No night drops are ever permitted. Also all

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withdraws must be by check and the memo area must be filled out indicating why the check was written. The duplicate checkbooks will also become part of the financial archives

- 8.D.i. Is responsible for giving written records of income and expenses to the Sheriff and the Shire Scribe (if any) as well as the Imperial Prime Minister at mid-reign and Crown Qualifications.
 - 8.D.j. Is responsible for compiling accurate records of the dues paid members of shire and providing the same to the Imperial PM.
 - 8.D.k. Must keep attendance and class attendance records for the shire and provide such to the Imperial PM upon request.
 - 8.D.l. Is responsible for providing shire newsletters, should the shire have one to the populace and should assist the Imperial PM in the distribution of the Imperial newsletter.
 - 8.D.m. Is responsible for providing rulebooks to members of the shire as needed.
 - 8.D.n. Is responsible for providing copies of the Iron Mountains Corpora to members of the shire as needed.
 - 8.D.o. Shall be responsible for keeping and compiling an on-going record of awards, titles and honors from the provinces (this includes awards, titles and honors given at the Imperial level) and will supply such records to Sheriff or to the Imperial PM as needed.
 - 8.D.p. Should the Shire PM descend from office a new one will be elected as soon as possible (at latest during the next shire althing, which must happen within a month). During the interim, the sheriff will take over pro-tem duties of the Shire PM.
 - 8.D.q. If, for any reason, an elected Shire Prime Minister is unable to perform his or her duties in administering the club funds, a Shire Treasurer must be elected by shire althing vote.
 - 8.D.q.1. Candidates for Shire Treasurer must meet all the qualifying requirements of the Shire Prime Minister (Dues, Attendance, etc.)
 - 8.D.q.2. The Shire Treasurer must be capable and legally able to handle club funds.
 - 8.D.q.3. The Shire Treasurer shall take over all financial responsibilities from the Shire Prime Minister as outlined in the sections above.
 - 8.D.q.4. The Shire Treasurer shall serve in office until the next Shire Prime Minister is elected.
 - 8.D.q.5. The Office of Treasure does not preclude someone from holding another office.
 - 8.D.r. Must keep the information in the Online Record Keeper up to date and accurate for the shire.
9. Champions
- 9.A. Imperial Champion – Champion of the Realm
 - 9.A.a. Whoever wins the fighting portion of the Imperial Crown Tourney shall become the Imperial Champion.

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- 9.A.b. The Imperial Champion shall hold this position until the end of the Emperor's/Empress' reign.
- 9.A.c. If the Imperial Champion leaves the office, the person that came in next in the fighting portion of the Imperial Crown Tourney shall ascend to the office.
- 9.A.d. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance anywhere in the Empire, Imperial events or inter-kingdom events. Exception - the Imperial Althing may consider special circumstances.
- 9.A.e. The Imperial Champion must pass a reeve's test before stepping up.
- 9.A.f. The Imperial Champion will be in charge of defending the Empire's honor.
- 9.A.g. The Imperial Champion is responsible for game-time at interkingdom event where nothing else is scheduled.
- 9.A.h. The Imperial Champion is in charge of organizing the Imperial weaponmaster tournament.
- 9.A.i. The Imperial Champion may at his discretion remove unsafe weapons from the field at Imperial events and is responsible for coordinating weapon safety throughout the Empire.
- 9.A.j. When the Imperial Champion steps down he or she may, at the discretion of the Emperor/Empress, gain the title of Defender of the Realm
- 9.A.k. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office
- 9.B. Ducal Defender
 - 9.B.a. Whoever wins the fighting portion of the Ducal Crown Tourney shall become the Ducal Defender.
 - 9.B.b. The Ducal Defender shall hold this position until the end of the Duke/Duchess or Duchess' reign.
 - 9.B.c. If the Ducal Defender leaves the office, the person that came in next in the fighting portion of the Ducal Crown Tourney shall ascend to the office.
 - 9.B.d. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home duchy, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the ducal althing may consider special circumstances
 - 9.B.e. The Ducal Defender will be in charge of defending his or her duchy's honor.
 - 9.B.f. The Ducal Defender is responsible for running games on normal battle game days in his or her duchy.
 - 9.B.g. The Ducal Defender may at his discretion remove unsafe weapons from the field at ducal events.

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- 9.B.h. The Ducal Defender is responsible for lost and found in his or her duchy.
- 9.B.i. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
- 9.C. Baronial Defender
 - 9.C.a. Whoever wins the fighting portion of the Baronial Crown Tourney shall become the Baronial Defender.
 - 9.C.b. The Baronial Defender shall hold this position until the end of the Baron or Baroness' reign.
 - 9.C.c. If the Baronial Defender leaves the office, the person that came in next in the fighting portion of the Baronial Crown Tourney shall ascend to the office.
 - 9.C.d. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home barony, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the baronial althing may consider special circumstances.
 - 9.C.e. The Baronial Defender will be in charge of defending his or her barony's honor.
 - 9.C.f. The Baronial Defender is responsible for running games on normal battle game days in his or her barony.
 - 9.C.g. The Baronial Defender may at his discretion remove unsafe weapons from the field at baronial events.
 - 9.C.h. The Baronial Defender is responsible for lost and found in his or her barony.
 - 9.C.i. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
- 9.D. Shire Defender
 - 9.D.a. Whoever wins the fighting portion of the Shire Crown Tourney shall become the Shire Defender.
 - 9.D.b. The Shire Defender shall hold this position until the end of the Sheriff's reign.
 - 9.D.c. If the Shire Defender leaves the office, the person that came in next in the fighting portion of the Shire Crown Tourney shall ascend to the office.
 - 9.D.d. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home shire, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the shire althing may consider special circumstances.

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- 9.D.e. The Shire Defender will be in charge of defending his or her shire's honor.
 - 9.D.f. The Shire Defender is responsible for running games on normal battle game days in the shire.
 - 9.D.g. The Shire Defender may at his discretion remove unsafe weapons from the field at shire events.
 - 9.D.h. The Shire Defender is responsible for lost and found in his or her shire.
 - 9.D.i. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
10. Guildmasters of Reeves
- 10.A. Imperial Guildmaster of Reeves
 - 10.A.a. Shall be chosen by and from the Imperial Reeves Guild for the current term (section 12.A) by election at the Crown Qualifications.
 - 10.A.b. Shall work with the Emperor/Empresses and Imperial PM, provincial GMRs to insure that the rules are followed fairly, honestly, accurately within the Empire
 - 10.A.c. Shall work to insure that the rules are followed consistently throughout the core groups.
 - 10.A.d. The Imperial GMR may at his discretion remove unsafe equipment (armor, weapons, musical instruments, etc....) or players from the field throughout the Empire, while present. This sanction may be up to and including until the end of the game day as necessary.
 - 10.A.e. The Imperial GMR is responsible for working with the Imperial Champion in coordinating weapon safety throughout the Empire.
 - 10.A.f. The Imperial GMR is responsible for insuring that the conduct of reeves is competent and fair.
 - 10.A.g. The Imperial GMR will be the Crown's advisor to the rules.
 - 10.A.h. The Imperial GMR will be responsible for creating and distributing a reeve's test and a Corpora test within 30 days of stepping up. Until the new tests are distributed, the previous term's tests will continue to be valid.
 - 10.A.h.1. The reeves test may only test knowledge of the current version of the rules, knowledge of Imperially accepted clarifications of the rules, reeve-relevant judgment ability, and safety issues relevant to Amtgard.
 - 10.A.h.2. The Corpora test may only test knowledge of current versions of the Iron Mountains Corpora.
 - 10.A.i. The Imperial GMR has the right to make rules clarifications where they are unclear. *No right to change the rules is granted or implied in this position.*
 - 10.A.j. If the current guildmaster of reeves wishes to run for a position that requires a passing score on the reeves or corpora test, then a test will be

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- administered by members of the Imperial reeves guild who are not involved in the election.
- 10.A.k. The Imperial GMR may be removed from office following the procedure for impeachment of Imperial officers. If the Imperial GMR leaves office for any reason the Imperial Reeves guild will elect another one.
 - 10.A.l. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance anywhere in the Empire, Imperial events or inter-kingdom events. Exception - the Imperial Althing may consider special circumstances.
 - 10.A.m. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
 - 10.A.n. After the Imperial GMR steps out of office they are still considered reeves qualified until the next Imperial Reeves test becomes available.
- 10.B. Ducal Guildmaster of Reeves
- 10.B.a. Shall be elected by and from members of the Imperial Reeves Guild that are also members of the duchy in question.
 - 10.B.b. Shall work with the duke/duchess and Ducal PM to insure that the rules are followed fairly, honestly, accurately within the duchy.
 - 10.B.c. The Ducal GMR may at his discretion remove unsafe equipment (armor, weapons, musical instruments, etc....) or players from the field in his or her duchy, while present. This sanction may be up to and including until the end of the game day as necessary.
 - 10.B.d. The Ducal GMR is responsible for working with the Ducal Defender in coordinating weapon safety within his or her duchy.
 - 10.B.e. The Ducal GMR is responsible for insuring that the conduct of reeves is competent and fair within his or her duchy.
 - 10.B.f. The Ducal GMR is the duke's/duchess' advisor to the rules.
 - 10.B.g. The Ducal GMR is responsible for writing duchy retest reeves test and corpora if needed.
 - 10.B.h. The Ducal GMR has the right to make rules clarifications where they are unclear within his or her duchy. *No right to change the rules is granted or implied in this position.* The Ducal GMR is also responsible for bringing such situations to the Imperial GMR's attention so they can be addressed Empire wide as needed.
 - 10.B.i. The Ducal GMR is responsible for communicating his opinions and those of his province on IRCA questions to the IRCA representative when such questions come to his notice
 - 10.B.j. The Ducal GMR may be removed from office following the procedure for impeachment of provincial officers. If the Ducal GMR leaves office for any reason the ducal Reeves guild will elect another one as per 10.B.a

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- 10.B.k. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home duchy, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the ducal althing may consider special circumstances
- 10.B.l. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
- 10.C. Baronial Guildmaster of Reeves
 - 10.C.a. Shall be elected by and from members of the Imperial Reeves Guild that are also members of the barony in question.
 - 10.C.b. Shall work with the baron/baroness and Baronial PM to insure that the rules are followed fairly, honestly, accurately within the barony.
 - 10.C.c. The Baronial GMR may at his discretion remove unsafe equipment (armor, weapons, musical instruments, etc....) or players from the field in his or her barony, while present. This sanction may be up to and including until the end of the game day as necessary.
 - 10.C.d. The Baronial GMR is responsible for working with the Baronial Defender in coordinating weapon safety within his or her barony.
 - 10.C.e. The Baronial GMR is responsible for insuring that the conduct of reeves is competent and fair within his or her barony.
 - 10.C.f. The Baronial GMR is the baron's/baroness' advisor to the rules.
 - 10.C.g. The Baronial GMR is responsible for writing baronial retest reeves test and corpora if needed.
 - 10.C.h. The Baronial GMR has the right to make rules clarifications where they are unclear within his or her barony. *No right to change the rules is granted or implied in this position.* The Baronial GMR is also responsible for bringing such situations to the Imperial GMR's attention so they can be addressed Empire wide as needed.
 - 10.C.i. The Baronial GMR is responsible for communicating his opinions and those of his province on IRCA questions to the IRCA representative when such questions come to his notice
 - 10.C.j. The Baronial GMR may be removed from office following the procedure for impeachment of provincial officers. If the Baronial GMR leaves office for any reason the baronial reeve's guild will elect another one as per 10.C.a.
 - 10.C.k. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home barony, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the baronial althing may consider special circumstances.
 - 10.C.l. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected

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office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.

10.D. Shire Guildmaster of Reeves

- 10.D.a. A shire may if desired elect a Shire Guildmaster of Reeves.
- 10.D.b. Shall be elected by and from members of the Imperial Reeves Guild that are also members of the shire in question.
- 10.D.c. Shall work with the sheriff and Shire PM to insure that the rules are followed fairly, honestly, accurately within the shire.
- 10.D.d. The Shire GMR may at his discretion remove unsafe equipment (armor, weapons, musical instruments, etc....) or players from the field in his or her shire, while present. This sanction may be up to and including until the end of the game day as necessary.
- 10.D.e. The Shire GMR is responsible for working with the Shire Defender in coordinating weapon safety within his or her shire.
- 10.D.f. The Shire GMR is responsible for insuring that the conduct of reeves is competent and fair within his or her shire.
- 10.D.g. The Shire GMR will be the sheriff's advisor to the rules.
- 10.D.h. The Shire GMR is responsible for writing shire retest reeves test and corpora if needed.
- 10.D.i. The Shire GMR has the right to make rules clarifications where they are unclear within his or her barony. *No right to change the rules is granted or implied in this position.* The Shire GMR is also responsible for bringing such situations to the Imperial GMR's attention so they can be addressed Empire wide as needed.
- 10.D.j. The Shire GMR is responsible for communicating his opinions and those of his province on IRCA questions to the IRCA representative when such questions come to his notice
- 10.D.k. The Shire GMR may be removed from office following the procedure for impeachment of provincial officers. If the Shire GMR leaves office for any reason the shire Reeves guild will elect another one as per 10.D.b.
- 10.D.l. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his or her home shire, special events anywhere in the Empire (coronations, midreigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the shire althing may consider special circumstances.
- 10.D.m. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.

11. Other Positions

These positions should exist at the Imperial level. They may also be appropriate at the ducal, baronial or even at the shire level. If they are used at the provincial level

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these positions follow the same rules laid out for the Imperial level within their province.

11.A. Scribe

- 11.A.a. Shall be appointed by the monarch as necessary.
- 11.A.b. The scribe shall be responsible for producing the newsletter during his or her term.
- 11.A.c. If the scribe leaves office for any reason the monarch may appoint a new one.
- 11.A.d. The scribe shall keep and post minutes from all althings.
- 11.A.e. At the end of the reign the scribe shall be responsible for updating the corpora and the rules clarification document (see 12.A). He or she shall pass this on to the new scribe when appointed and to the Imperial PM.

11.B. Guards and their Captain

- 11.B.a. They will be appointed by the monarch and consort.
- 11.B.b. Shall aid in keeping the event sites clean and free of debris.
- 11.B.c. Will aid in the collection of fees at Amtgard events
- 11.B.d. The Captain of the Guard will be one of the members of the guard. At Amtgard events that are run by his or her group, he or she will in charge of security.
- 11.B.e. Consort's Defender is purely an honorary position. This shall come from among the guards and is appointed by the Consort

11.C. Court Herald

- 11.C.a. Appointment/dismissal at Monarch discretion
- 11.C.b. Responsible for organization/protocol at Amtgard events

11.D. Guildmasters

- 11.D.a. The Monarch and Consort may at their discretion choose Guildmasters for whatever guilds they wish. This may be done in any appropriate method including by the vote of those affected.
- 11.D.b. These people will be responsible for promoting their class or interest during that monarch's term.
- 11.D.c. Guildmasters may be dismissed at the monarch and consort's discretion.
- 11.D.d. Some examples of Guildmasters are: Brewers, Gladiators, Garbers, Druids, Healers, Monks, and Poets

11.E. IRCA Representative.

- 11.E.a. The IRCA representative is elected annually by the populace at the summer Imperial elections.
- 11.E.b. The IRCA representative must be reeves qualified and meet all other requirements as spelled out in the IRCA Charter.
- 11.E.c. The IRCA representative shall not count as an elected office for the purposes of holding other positions (except Emperor which is against the IRCA charter).
- 11.E.d. The IRCA representative will be responsible for voting the will of the IM in the IRCA. To do so it is his duty to speak to the provincial GMRs or

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Monarchs throughout the core Empire and to gather their opinions and to consult the Imperial GMR and the Crown.

- 11.E.e. The IRCA representative will be responsible for communicating the decision of the IRCA to the rest of the Empire, through e-mail, personal visits and other methods as needed.

12. Other Imperial Organizations

These organizations only exist on the Imperial level. A provincial reeves guild or Circle of Knights is made up of all members of the Imperial reeves guild or circle of Knights whose records are held in that province. These organizations have no powers or duties at the provincial level but may be used in an advisory capacity.

12.A. The Imperial Reeves Guild

- 12.A.a. Membership - Anyone who has passed an Iron Mountains reeves test (75% or better on a reeves test) *for the current term*. Membership in the reeves guild expires at the Imperial Crown Tourney for the following term. Thus, at the beginning of each term the only members of the guild would be those that had passed their tests at or since the Imperial Crown Tourney (including Imperial candidates, of course).

- 12.A.a.1. These tests will be created by the Imperial GMR and may be administered by Imperial or provincial GMRs, Leaders, Record Keeping officers or Arts and Sciences officers. These tests should be made available regularly but must at least be available at every Crown Qualifications (provincial and Imperial).

- 12.A.a.2. In the event that a retest is needed the provincial GMR will be responsible for making it. No one may use a test that they have already taken as a retest and no one may take more than two reeves tests in one week

- 12.A.b. Reeves may be expected to adjudicate battlegames, tournaments, or other Amtgard fighting events.

- 12.A.c. Powers – Reeves have the following powers while ‘reeving’ a game or event.

- 12.A.c.1. The authority to remove unsafe weapons, equipment, or people

- 12.A.c.2. The power to call whether a hit on a person is valid.

- 12.A.c.3. The power to add newcomers to games or redistribute players among teams if appropriate in order to balance

- 12.A.c.4. The ability to take time off a persons death if they die well

- 12.A.c.5. The power to call a person dead if he or she is persistently behaving in a dangerous or unsportsmanlike way.

- 12.A.c.6. They may also declare an end of the game if play is stagnating

- 12.A.c.7. They may speed time as necessary to promote game flow

- 12.A.c.8. In tournaments and/or jugging reeves may enforce initial warning, then bout forfeit and lastly disqualification from the tournament

12.A.d. Responsibilities

- 12.A.d.1. Must insure games are safe to participants and bystanders

- 12.A.d.2. Shall assist in retrieving discarded and expended equipment

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12.A.d.3. Shall be responsible for battlefield rules interpretation, clarification during games they reeve.

12.A.d.4. Shall insure the quality of play is honest and keeping with the spirit of the rules

12.B. The Circle of Knights (Belted Circle)

12.B.a. Shall be composed of all Knights of Amtgard who are residents of the Empire of the Iron Mountains.

12.B.b. The Emperor/Empress is an honorary member of the Circle during his or her term. If the Emperor/Empress is not a Knight of Amtgard he or she does not get to vote within the circle although as an honorary member he or she may always speak.

12.B.c. Other club members may be invited to participate in discussion in the Circle of Knights by a vote of the Circle.

12.B.d. The Emperor/Empress should have the Circle of Knights' approval by a simple, open ballot plurality vote for approval to Knight a club member.

12.B.e. Shall observe group members of the Empire for those qualified to receive Knighthood, and discuss their merits within the circle.

12.B.f. Shall discuss any possible changes for Knighthood criteria to be presented to the althing.

12.B.g. Every Crown Qualifications, the Circle of Knights will elect a Guildmaster.

12.B.h. Only the Emperor/Empress and the Guildmaster of Knights may call a meeting of the Circle of Knights.

12.B.i. Meetings should be scheduled at least one week in advance, and the Guildmaster of Knights is responsible for contacting all Knights beforehand.

12.B.j. The Guildmaster of Knights is responsible for contacting Knights of other kingdoms when such a Knight's squire is being considered for Knighthood in the Empire.

12.B.k. If a Knight of the Empire of the Iron Mountains is to be considered for another order of Knighthood, then the meeting of The Circle of Knights will be held in their absence.

12.B.l. Other Knights of Amtgard may attend the Circle and speak but do not get to vote within it.

13. Althings

13.A. Imperial Althings

13.A.a. Powers of the Imperial Althing

13.A.a.1. Imperial Althing may change corpora. Sixty Percent of all voters in the Imperial Althing must vote in favor of such a change

13.A.a.2. May make rules clarifications across the core groups. A simple majority of all voters in the Imperial Althing must vote in favor of such a clarification. May join or resign the Empire from the Interkingdom Rules Committee for Amtgard or other similar Interkingdom agreements for the purposes of rules clarification.

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Joining or leaving such an organization is also constrained by their rule as per the IRCA charter for example.

- 13.A.a.3. Spend Imperial Money. Fifty Percent of all voters in the Imperial Althing must vote in favor of such expenditures.
- 13.A.a.4. May impeach Imperial officers or a seat on the BOD. Sixty Percent of all voters in the Imperial Althing must vote in favor of impeachment for it to happen.
- 13.A.a.5. Shall have to the power to undertake large-scale Interkingdom events and activities whose planning requires more than one Emperor's reign (Olympiad, for example) and to form committees or autocrats as needed to plan and organize such events or to authorize the Emperor to do so.
- 13.A.a.6. When decisions are made in the Imperial Althing it is up to the Imperial Scribe to document such changes. This includes working with the Imperial PM to update the corpora if it is changed.
- 13.A.b. Scheduled Imperial Althing Procedures
 - 13.A.b.1. The Imperial PM is responsible for conducting the althing up to the point where actual sit down discussion is required. The Emperor/Empress chairs any actual Discussion.
 - 13.A.b.2. There shall be two Imperial Althings scheduled per reign.
 - 13.A.b.2.1. The first althing of a reign shall be held before midreign when the new PM steps up.
 - 13.A.b.2.2. The second althing of a reign shall be held after the Imperial Midreign and before the next Emperor/Empress steps up.
 - 13.A.b.3. Any eligible Imperial voter may place items before the althing and all items before the Imperial Althing must be balloted.
 - 13.A.b.3.1. The Imperial Prime Minister must accept ballot proposals for the Imperial Althing until 2 weeks before the althing ballots are scheduled to go out to the provinces, which marks the start of the actual althing. He or she may require them in writing and may choose to accept them later if he or she wishes as long as they can get on the ballots.
 - 13.A.b.3.2. No eligible voter may place more than five items before a single althing.
 - 13.A.b.3.3. Should the Imperial Prime Minister receive a proposal that they believe violates the powers of the Imperial Althing, they will bring the proposal before the Emperor, Imperial Prime Minister, and the Imperial Guildmaster of Reeves. The 3 officers will vote on whether or not the proposal should be put on the ballot. It requires 2 yes votes at this point in order for the proposal to be put on the ballot.
 - 13.A.b.3.4. All items before the althing require a choice of yes, no, and abstain. A vote of abstain does not count toward the yes/no ratio.

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- 13.A.b.4. The Imperial Althing will be conducted in two parts. The first part will consist of a voting by ballot in your home province that will be conducted by the Imperial PM and the provincial PMs. The second part will consist of a meeting with discussion with the location chosen by the Imperial PM and Emperor/Empress.
- 13.A.b.5. Imperial Althing Ballots must go out to the provinces at least a month before the Imperial Althing. Also the date and location of the althing should be clearly printed on the Ballot so that all voters know when and where it is should they wish to participate in the live part of the althing.
- 13.A.b.6. Imperial Althing Ballots may be required to be turned in to the Imperial PM no less than a week before the scheduled Imperial Althing. The provincial Prime Ministers are responsible for making sure that ballots from their province are transmitted to the Imperial PM.
- 13.A.b.7. Ballots will counted and items that pass or fail by a 60% or greater margin are considered decided and will not be discussed at the althing meeting. Everything else will be decided by majority vote of all eligible members of the Empire who choose to vote at the althing. (Those items listed under powers of the althing as requiring a specific super-majority still do.) No proxies will be accepted and only those physically present will be allowed to vote in this final part to the Imperial Althing.
- 13.A.b.8. An officer may not take part in running an althing where his or her own impeachment is being considered. Some other officer who is not being so considered must fill in.
- 13.A.c Emergency Imperial Allthing Procedures
 - 13.A.c.1 A ballot proposal, within the power of the Allthing, may be submitted by any eligible Imperial voter to the Imperial PM, in writing, at any time as an emergency proposal.
 - 13.A.c.2 In order for the Allthing to consider an emergency proposal it must be certified as such by a vote of the Emperor, the Imperial GMR and the Imperial PM.
 - 13.A.c.2.1 Upon receipt of an emergency proposal the Imperial PM will, at his or her, earliest convenience present the proposal to the Emperor, the Imperial GMR and the Imperial PM for certification.
 - 13.A.c.2.2 The 3 officers (Emperor, IGMR and IPM) will vote to either certify the proposal to the allthing as an emergency matter, or to reject certification. It will require at least two votes in favor of certification in order for a proposal to be certified as an emergency matter and sent to the allthing.
 - 13.A.c.2.3 Should a proposal fail certification it shall either be placed on the next allthing ballot, or returned to the submitter for

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revision and resubmittal, as an emergency or normal matter, or withdrawal.

13.A.c.3 The Imperial PM shall distribute the emergency proposal ballots to all of the core groups in the empire within one week of certification. Voting at the provincial level shall be conducted by the provincial PM's.

13.A.c.3.1 The emergency proposal ballot shall include the full text of the proposal, any explanation or rationale for the proposal as drafted by the submitter, the date by which the ballot must be returned to the Imperial PM, and a method for indicating either a yes, no, or abstain vote on the proposal.

13.A.c.4 The emergency proposal ballots shall be returned to the Imperial PM no more than two weeks from the date of distribution.

13.A.c.5 A majority of at least 60% is needed to pass an emergency proposal. Votes of "abstain" do not count against the 60% needed.

13.B. Provincial Althings

13.B.a. Powers of the Provincial Althing

13.B.a.1. Make rules clarifications that apply only in their Province. A simple majority of all voters in the provincial althing must vote in favor of such a clarification. Such a clarification must be treated as a balloted issue and can not be brought up on the spur of the moment. Two weeks notice of the issue must be given and a reasonable attempt must be made to inform all members of the province.

13.B.a.2. Make announcements, especially regarding Imperial Althings and elections.

13.B.a.3. Spend provincial money. A simple majority of all voters in the provincial althing must vote in favor of such expenditures.

13.B.a.4. May impeach provincial officers. A 60% majority of all voters in the provincial althing must vote in favor of impeachment for it to happen. A vote for impeachment must be treated as a balloted issue and can not be brought up on the spur of the moment. Two weeks notice of the issue must be given and a reasonable attempt must be made to inform all members of the province.

13.B.a.5. Should the provincial althing make rules clarifications, it is the duty of the provincial GMR to pass that information on the Empire as a whole so that the clarifications may be addressed Empire wide, if needed.

13.B.a.6. The provincial althing has the power to voluntarily self-demote the group as detailed in section 5.D.a.

13.B.b. The provincial althing is also the place to hand out and discuss Imperial Althing ballots and Imperial Election proxies (the provincial PM is responsible).

13.B.c. Provincial Althing Procedures

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- 13.B.c.1. The Elected Provincial Leader is responsible for chairing the provincial althing. He or she may use the assistance of the Provincial PM.
- 13.B.c.2. Provincial althings should be scheduled once a month although if there is no business they may be canceled.
- 13.B.c.3. Any eligible provincial voter may place items before the provincial althing. No eligible voter may place more than five items before a single althing.
- 13.B.c.4. Provincial althings should be settled through discussion and vote, either by show of hands or by secret ballot as appropriate.
- 13.B.c.5. An officer may not take part in running an althing where his or her own impeachment is being considered. Some other officer who is not being so considered must fill in.

14. Elections

14.A. Imperial Elections

- 14.A.a. The Emperor/Empress, Imperial Consort, and Imperial Guildmaster of Reeves are all elected at Imperial Crown Tourney.
- 14.A.b. The Imperial Prime Minister is elected at Imperial Mid-Reign.
- 14.A.c. The term of office for Emperor, Imperial Consort, and Imperial PM are approximately 6 months. This may be modified for a specific term by Imperial Althing.
- 14.A.d. The IRCA Representative is elected every year at the Summer Imperial Crown Tourney.
- 14.A.e. Members of the Board of Directors are elected every 2 years at Summer Imperial Crown Tourney.
 - 14.A.e.1. Board of Director elections will be staggered so that 2 members will be elected on even years, 3 members will be elected on odd years.
- 14.A.f. Candidates for all Imperial offices must be self-nominated.
- 14.A.g. The Emperor/Empress will break ties in all Imperial elections except those in which he or she is directly involved. In such cases the Imperial Prime Minister will break ties.
- 14.A.h. Emperor/Empress and Imperial Consort will always run on tickets as pairs. No person may run simultaneously for two offices in the same group.
- 14.A.i. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
- 14.A.j. The Emperor/Empress, Imperial Prime Minister and Imperial Guildmaster of Reeves are responsible for running elections.
 - 14.A.j.1. If one of these positions can't run the elections (because they are absent, they are running, etc.) the Imperial Consort, Imperial

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Champion, or a member of the Imperial Reeves Guild shall fill in, in the above listed order.

- 14.A.k. The Imperial Prime Minister must accept nominations for the Imperial Elections until 2 weeks before the proxy ballots are scheduled to go out to the provinces, which marks the start of the actual elections. He or she may require them in writing and may choose to accept them later if he or she wishes as long as they can get on the proxy ballots.
- 14.A.l. Proxy ballots will be taken in all Imperial elections.
 - 14.A.l.1. Imperial Prime Minister is responsible for passing proxy ballots out to provincial Prime Ministers.
 - 14.A.l.2. Proxy ballots must go out to the provinces at least a month before Imperial Crown Tourney or Imperial Mid-Reign. Also the date and location of Imperial Crown Tourney or Imperial Mid-Reign should be clearly printed on the proxy ballot so that all voters know when and where it is should they wish to vote in secrecy.
 - 14.A.l.3. The Imperial Prime Minister must receive all proxies by Imperial Crown Tourney or Imperial Mid-Reign or they will not be considered valid. The provincial Prime Ministers are responsible for making sure that proxy ballots from their lands get to the Prime Minister. Nonetheless, the Imperial Prime Minister should accept a signed valid proxy ballot from any eligible voter even if it does not come from the hands of his or her provincial Prime Minister.
 - 14.A.l.4. If a proxy ballot votes for a ticket where one or both of the candidates fail to qualify that proxy ballot is ignored.
 - 14.A.l.5. All proxy ballots are to be signed by the voter.
 - 14.A.l.6. It shall always be possible to vote in person at Imperial Crown Tourney or Imperial Mid-Reign for any eligible voter in attendance that had not already voted by proxy ballot. Once a proxy ballot has been received and counted it is not possible for a voter to change his or her mind even if he or she is present.
- 14.B. Provincial Elections
 - 14.B.a. Candidates for all Provincial offices must be self-nominated.
 - 14.B.b. The Provincial Leader will break ties in all elections for the province except those in which he or she is directly involved. In such cases, the Provincial PM will break ties.
 - 14.B.c. No one may hold more than one elected office in the Iron Mountains at a time. NOTE - Imperial Champion and Defenders count as an elected office. The exceptions to this rule are Imperial Champion and Imperial GMR. Both of these offices may hold provincial office.
 - 14.B.d. The Provincial Leader, Provincial PM, and Provincial GMR are responsible for running the elections.
 - 14.B.d.1. If one of these positions can't run the elections (because they are absent, they are running, etc...) the Provincial Consort, Provincial

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Champion, or a member of the provincial reeves guild shall fill in, in the above listed order.

- 14.B.e. The Provincial Leader and Provincial Consort will always run on tickets as pairs. No person may run simultaneously for two offices in the same group.
- 14.B.f. The term of office for Provincial Leader, Provincial Consort, and Provincial PM are approximately 6 months. This may be modified for a specific term by Provincial althing.

15. Awards Orders

15.A. Order of the Dragon

- 15.A.a. Given by – Emperor/Empress, Imperial Prince/Princess as well as provincial leaders and provincial consorts up to the level they are allowed.
- 15.A.b. Given for – Outstanding achievement in the arts. Examples include food, 2D art, 3D art, photography, bardic, and writing.
- 15.A.c. Limitations - Higher levels of this award are increasingly difficult to attain.
- 15.A.d. Masterhoods – Ten Orders of the Dragon will qualify a person for a Master Dragon.

15.B. Order of the Flame

- 15.B.a. Given by – Emperor/Empress and provincial leaders.
- 15.B.b. Given for – Outstanding service to Amtgard by a group.
- 15.B.c. Limitations - May only be given once per reign.
- 15.B.d. Masterhoods – Masterhood of the Flame is not traditionally given.

15.C. Order of the Garber

- 15.C.a. Given by – Emperor/Empress, Imperial Prince/Princess as well as provincial leaders and provincial consorts up to the level they are allowed.
- 15.C.b. Given for – Making nice garb for others and/or superior garb for oneself. Examples include field garb, court garb, and garb accessories.
- 15.C.c. Limitations - Higher levels of this award are increasingly difficult to attain.
- 15.C.d. Masterhoods – Twelve Orders of the Garber will qualify a person for a Master Garber.

15.D. Order of the Griffon

- 15.D.a. Given by – The Emperor/Empress or the provincial leader up to the level that they are allowed
- 15.D.b. Given for – Honor, courage, and chivalry on the field. Examples include positive attitude on the field, scrupulous adherence to the rules, and accepting defeat graciously.
- 15.D.c. Limitations - Higher levels of this award are increasingly difficult to attain. This is a high level of this order and provincial leaders are strongly urged to consult with the Crown before bestowing this award.

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- 15.D.d. Masterhood – Any Combination of Lions and Griffons adding up to 10 will qualify a person for a Master Lion.
- 15.E. Order of the Hydra
 - 15.E.a. Given by – Emperor/Empress, Imperial Prince/Princess as well as provincial leaders and provincial consorts.
 - 15.E.b. Given for – Qualifying for Crown as per section 19.
 - 15.E.c. Limitations – None
 - 15.E.d. Masterhoods – Ten Orders of the Hydra will qualify a person for a Master Hydra.
- 15.F. Order of the Jovious
 - 15.F.a. Given by – The Emperor/Empress or the provincial leader.
 - 15.F.b. Given for – Outstanding attitude.
 - 15.F.c. Limitations – May only be given out once per reign.
 - 15.F.d. Masterhoods – Masterhood of the Jovious is not traditionally given.
- 15.G. Order of the Lion
 - 15.G.a. Given by – The Emperor/Empress or the provincial leader up to the level they are allowed.
 - 15.G.b. Given for – The types of service where a lion might be given are service requiring leadership, extraordinary service or service of a lasting nature. Some examples of reasons for lions are organizing large-scale events, founding and leading groups, and recruiting lasting members to the group.
 - 15.G.c. Limitations - Higher levels of this award are increasingly difficult to attain. This is a high level award and Provincial group leaders should consult with the Crown before giving it out.
 - 15.G.d. Masterhood – Any Combination of Lions and Griffons adding up to 10 will qualify a person for a Master Lion.
- 15.H. Order of the Mask
 - 15.H.a. Given by – The Emperor/Empress or the provincial leader.
 - 15.H.b. Given for – Outstanding role-playing or portrayal of persona.
 - 15.H.c. Limitations - Only one may be given out per reign.
 - 15.H.d. Masterhoods – Masterhood of the Mask is not traditionally given.
- 15.I. Order of the Owl
 - 15.I.a. Given by – Emperor/Empress, Imperial Prince/Princess as well as provincial leaders and provincial consorts up to the level they are allowed.
 - 15.I.b. Given for – Outstanding achievement in the sciences. Examples include Amtgard legal weapons, shields, and armor, active or passive construction.
 - 15.I.c. Limitations – Higher levels of this award are increasingly difficult to attain.
 - 15.I.d. Masterhoods – Ten Orders of the Owl will qualify a person for a Master Owl.
- 15.J. Order of the Rose

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- 15.J.a. Given by – Emperor/Empress, Imperial Prince/Princess as well as provincial leaders and provincial consorts up to the level they are allowed.
- 15.J.b. Given for – Beneficial service to the club.
- 15.J.c. Limitations - Higher levels of this award are increasingly difficult to attain.
- 15.J.d. Masterhoods – Ten Orders of the Rose will qualify a person for a Master Rose.
- 15.K. Order of the Smith
 - 15.K.a. Given by – Emperor, Imperial Prince/Princess and provincial leader and provincial consorts up to the level they are allowed.
 - 15.K.b. Given for – Sponsoring Amtgard events or publications. Examples include workshops, quests, demos, newsletters, and web sites.
 - 15.K.c. Limitations - Higher levels of this award are increasingly difficult to attain.
 - 15.K.d. Masterhoods – Twelve Orders of the Smith will qualify a person for a Master Smith.
- 15.L. Order of the Warrior
 - 15.L.a. Given by – The Emperor/Empress or the provincial leader up to the level that they are allowed.
 - 15.L.b. Given for – Fighting prowess.
 - 15.L.c. Limitations – Orders of the warrior above 5th level are only awarded for outstanding success in games, quests, or tournaments. Higher levels of this award are increasingly difficult to attain. The tenth level of this award has only been given for winning a kingdom or Imperial level tourney.
 - 15.L.d. The Orders of the Warrior have according to Amtgard tradition always had an associated Animal and color for each level. This adds flavor to the game and can be used as a guide to make awards or favors. The animals and colors associated with each level are as follows:

Level	Color	Animal
1	green	snake
2	blue	boar
3	red	mongoose
4	brown	bear
5	rust	hawk
6	gray	wolf
7	orange	tiger
8	black	panther
9	purple	dragon
10+	Red with yellow border	phoenix (Warlord)
 - 15.L.e. Masterhoods – Ten Orders of the Warrior will qualify a person for a Master Warrior, which is also called a Warlord.

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15.M.Order of the Zodiac

- 15.M.a. Given by – The Emperor/Empress or the provincial leader.
- 15.M.b. Given for – Outstanding contributions in any one month.
- 15.M.c. Limitations - Only one may be given out per month.
- 15.M.d. Masterhoods – Masterhood of the Zodiac is not traditionally given.

16. Awards – Masterhoods

16.A. Masterhood of Orders

- 16.A.a. The Emperor/Empress awards Masterhood in one of the above orders for excellence in the specified area. Note that unlike Knighthood, Masterhood is inherent upon achieving the criteria set for each order. The following masterhoods should be given when merited based on the listed criteria:

- 16.A.a.1. Master Dragon – 10 orders of the Dragon
- 16.A.a.2. Master Garber – 12 orders of the Garber
- 16.A.a.3. Master Smith – 12 orders of the Smith
- 16.A.a.4. Master Warrior (*or Warlord*) – 10 orders of the warrior
- 16.A.a.5. Master Rose – 10 orders of the rose
- 16.A.a.6. Master Lion – A total of 10 Lions and Griffons combined
- 16.A.a.7. Master Hydra – 10 orders of the Hydra
- 16.A.a.8. Master Owl – 10 orders of the Owl

16.B. Masterhood of the Classes

- 16.B.a. The Emperor/Empress and all Dukes/Duchesses may choose to award class masterhoods for excellence in the specified class. Excellence is described as good play and persona, thorough knowledge of class rules and concepts, owning quality garb and equipment, and outstanding portrayal of the class. Candidates are required to have 36 weeks in the class. Masterhood does not affect experience or abilities and is independent of experience gained.

- 16.C. Masterhood in the Reeves Guild is award by the Emperor/Empress for outstanding service as a reeve. Candidates are required to have signed in 36 weeks as a reeve and should currently be a member of the reeve's guild.

17. Awards – Knighthood

Knighthood is the highest honor that a member of Amtgard can aspire to. Knighthood is given in four separate orders, each of which is based on excellence in one area of Amtgard achievement. Knighthood is distinguished from Masterhood by the presence of knightly virtues. These virtues include, but are no means limited to, good attitude, integrity and dedication to Amtgard. A Master is expected to set an example of excellence in his or her area of mastery, while a Knight is expected to endeavor to set an example in all things.

To qualify for Knighthood a candidate must:

- a) Show outstanding achievement in the area covered by the order he or she is being considered for.
- b) Demonstrate “Knightly Virtues” and attitudes as suggested above

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A candidate also should:

- c) Meet the criteria listed below for the Order of Knighthood he or she is being considered for.
- d) Have the approval of the majority of the Circle of Knights of the Iron Mountains.

The four orders of Knighthood and the qualification criteria for them are as listed below:

- 17.A. Knighthood of the Flame – A service order given for continuous and outstanding contributions to the club
 - 17.A.a. Qualification criteria: Master Smith, Master Rose, or Master Lion.
 - 17.B. Knighthood of the Crown – A leadership order given for outstanding services in the offices of Amtgard.
 - 17.B.a. Qualification criteria: Must have held and served with excellence in three positions, one of which must be Emperor/Empress or Duke/Duchess, and one of which must be Emperor/Empress, Imperial Regent or Imperial Prime Minister. The final position or positions must come from the following list: Emperor/Empress, Imperial Regent, Prime Minister, Duke/Duchess, Ducal Regent or Baron/Baroness.
 - 17.C. Knighthood of the Sword – A military order given for excellence in the fighting arts and outstanding performance on the battlefield.
 - 17.C.a. Qualification criteria: Warlord and must have held the position of Weaponmaster, Imperial Champion, or equivalent success.
 - 17.D. Knighthood of the Serpent – A cultural order given for continuous and excellent achievement in the Arts and Sciences.
 - 17.D.a. Qualification criteria: Master Owl, Master Dragon, or Master Garber.
18. Awards – Titles
- Titles are given once each to deserving Amtgardians, usually for completing a specific term of Amtgard service. The following titles are honorary and should not be confused with the titles of the same name held by elected leaders of local provinces. The suggested criteria for the bestowing of specific titles are listed below.
- 18.A. Grand Duke/Duchess – Served well for two terms of Emperor/Empress.
 - 18.B. Arch Duke/Duchess – Served well for one term of as Emperor/Empress and one term as Imperial Consort or Imperial PM.
 - 18.C. Duke/Duchess – Served well for one term as Emperor.
 - 18.D. Count/Countess – Served well for one term as Imperial Consort or Imperial PM or two terms as Duke.
 - 18.E. Marquis/Marquise – Served well for one term as Duke/Duchess and one term as Ducal Consort or Ducal PM.
 - 18.F. Viscount/Viscountess – Served well for a combination of two terms from the following list: Imperial Champion, Ducal PM, Ducal Consort.
 - 18.G. Baron/Baroness – Served well for one term as Duke.

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- 18.H. Baronet – Served well for one term as Baron/Baroness or Ducal Consort or Ducal PM.
- 18.I. Lord/Lady – Served well for two terms as Sheriff or as a discretionary award from the Emperor/Empress, Duke/Duchess, Baron/Baroness for continuous and outstanding service to Amtgard.
- 18.J. Defender – Served well for one term as Imperial Champion
- 18.K. Walker of the Middle – Exemplary service as a Reeve
- 19. Crown Qualifications
 - 19.A. Qualifications
 - 19.A.a. Will be the responsibility of the highest club officer (excluding the Prime Minister) who is not a candidate in the Crown Elections.
 - 19.A.b. Anyone may enter Crown Qualification events - you do not have to be a Crown candidate to enter.
 - 19.A.c. Criteria for qualifying for Crown:
 - 19.A.c.1. All candidates for Imperial monarch and Provincial leader above the level of Shire and all candidates for Imperial Consort and Provincial Arts and Sciences Officer above the level of shire must qualify in the appropriate Crown Qualifications based on size (see 19.A.d).
 - 19.A.c.2. Since monarchs and consorts at all levels run on tickets, they also need to qualify as a ticket.
 - 19.A.d. Contestants qualify by achieving criteria as listed below based on group size:
 - 19.A.d.1. For the Imperial Crown Qualification Tourney, entrants will be required to enter in at least nine Crown Qualification categories and must qualify in nine by achieving a score of three or higher. As many as three events may be qualified for by winning two individual fights in a particular war event or by passing a Test of Heraldry by achieving a score of 75% or higher. No more than three qualifications can be gotten from the combination of test and war events, but no limit is placed on the number of cultural categories that may be used to qualify. In order to qualify, candidates must have passed the reeve and corpora tests for the reign or must do so as part of Crown Qualifications. These tests are required, but are not counted as qualifying categories.
 - 19.A.d.2. For the Ducal Crown Qualification Tourney, entrants will be required to enter in at least seven Crown Qualification categories and must qualify in seven by achieving a score of three or higher. As many as two events may be qualified for by winning two individual fights in a particular war event or by passing a Test of Heraldry by achieving a score of 75% or higher. No more than two qualifications can be gotten from the combination of test and war events, but no limit is placed on the number of cultural categories that may be used to qualify. In order to qualify,

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candidates must have passed the reeve and corpora tests for the reign or must do so as part of Crown Qualifications. These tests are required, but are not counted as qualifying categories

- 19.A.d.3. For the Baronial Crown Qualification Tourney, entrants will be required to enter in at least seven Crown Qualification categories and must qualify in seven by achieving a score of three or higher. As many as two events may be qualified for by winning two individual fights in a particular war event or by passing a Test of Heraldry by achieving a score of 75% or higher. No more than two qualifications can be gotten from the combination of test and war events, but no limit is placed on the number of cultural categories that may be used to qualify. In order to qualify, candidates must have passed the reeve and corpora tests for the reign or must do so as part of Crown Qualifications. These tests are required, but are not counted as qualifying categories.
- 19.B. Categories - Crown Qualifications and Crown Tourney will on all levels consist of a two-part tournament. One part will be an arts and sciences tournament. The other will be a fighting tournament.
 - 19.B.a. Arts and Sciences part – No item may be entered in more than one crown qualifications tournament at any level. The arts and sciences part of crown qualifications must include at least the following categories:
 - 19.B.a.1. Art, 2D (Flat) -sketches, drawings, paintings
 - 19.B.a.2. Art, 3D -sculpture, ceramics
 - 19.B.a.3. Composition -5 pages or less. Persona histories, short stories. Must have 5 copies.
 - 19.B.a.4. Factual writing -5 pages or less. Essays, how-to articles. Must have 5 copies.
 - 19.B.a.5. Poetry -5 pages or less. Poems, songs, free verse. Must have 5 copies.
 - 19.B.a.6. Construction, Armor -Legal Amtgard armor. Judged on appearance, effort and construction.
 - 19.B.a.7. Construction, Passive -helmets, chests, furniture, judged on appearance, quality, and originality
 - 19.B.a.8. Construction, Active – Amtgard constructs with important moving parts. Crossbows, Siege engines, etc.
 - 19.B.a.9. Construction, Shield -Legal Amtgard shields. Judged on safety, quality, originality, and appearance.
 - 19.B.a.10. Construction, Weapon -Legal Amtgard weapons. Judged on safety, quality, originality, and appearance.
 - 19.B.a.11. Cooking, Beverages -Beer, wine, cordials, ciders.
 - 19.B.a.12. Cooking, Food – Any food
 - 19.B.a.13. Garb, Court -includes all garb not for use on the battlefield.
 - 19.B.a.14. Garb, Field -includes all garb made for use outdoors, or on the battlefield

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- 19.B.a.15. Instrumental Music, - no vocal accompaniment. 5 minute time limit.
- 19.B.a.16. Singing - with or without accompaniment. Period pieces or original compositions with a 5-minute time limit.
- 19.B.a.17. Recitation - original or period poems and stories. 5 minute time limit.
- 19.B.a.18. The Rose - any entry whose principle function is to benefit the club.
- 19.B.a.19. Heraldry - favors, banners, and flags. Judged on originality, quality and effort.
- 19.B.a.20. Needlework-crochet, knitting, embroidery.
- 19.B.a.21. Jewelry – Should have an Amtgard theme of some kind.
- 19.B.a.22. Garb Accessories – any item that is used to enhance garb, but not in and of itself garb, such as hats, cloaks, pouches, gloves, belts, and so on.
- 19.B.b. Fighting part – The fighting part of the Crown Qualification Tourney will consist of 4 events (called the war events). The war events must include the following:
 - 19.B.b.1. Single Sword – Only one sword allowed, which must be over 12” and under 48” in total length.
 - 19.B.b.2. Florentine – Two swords allowed, both of which must be over 12” and under 48” in total length.
 - 19.B.b.3. Sword and Shield – Only one sword allowed, which must be over 12” and under 48” in total length. Combatants may also have a shield.
 - 19.B.b.4. Open – Any melee weapon/shield combinations are allowed.
- 19.C. Judging
 - 19.C.a. All events will be judged by a panel of no fewer than 5, nor greater than 10, judges. At the ducal and baronial level the minimum number of judges is three and the maximum is still 10.
 - 19.C.b. Scores will be added by the Autocrat or designated assistant.
 - 19.C.c. All judges must be members of the Empire who are not running for office.
 - 19.C.d. Judges may not judge any category in which they have an entry or entries.
 - 19.C.e. In the event any judge proves to be unreasonably biased, the Autocrat may, at his or her discretion, throw out all of that judge’s scores for the category being judged and/or assign a new judge to re-score all entries.
 - 19.C.f. All entries will be judged on a number system from 1 to 5 points: 1 being the lowest, and 5 being the highest. A score of three will be considered a qualifying score.
 - 19.C.g. In the event that a participant disagrees strongly with his or her entry’s scores, he or she may approach the Qualifications Autocrat, who may or may not choose to review the scores.

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- 19.C.h. Any Crown contestant denied qualification through low scoring on arts and sciences entries may appeal to the populace. Voting members may vote on whether or not to allow a member to participate in Crown.
- 19.D. All other details, including additional categories and overall scoring are left to the discretion of the Crown Tourney autocrat. This information must be given to the populace of the relevant group at least two weeks in advance of the actual tourney.
20. Other events. Two other Imperial events should be scheduled each reign. These should be scheduled near the middle of the reign and may be held anywhere in the Empire.
- 20.A. Weaponmaster will be an Imperial fighting tourney. It will be open to all and will be run by the Champion. The events for this tournament will always be Single sword, Florentine, Sword and Shield, Open, Great Weapon, and Two Person Teams.
- 20.B. Dragonmaster will be an Imperial Arts and Sciences tourney. It will be open to all and run by the Imperial Consort. The list of cultural categories under section 19.B should serve as a guide to what events should be included in Dragonmaster. Entries may only ever be entered into one Dragonmaster event. Entries that have been used in Crown Qualifications may be entered into a single Dragonmaster. Likewise entries that have been entered into a Dragonmaster may later be used for a Crown Tourney. No entry may ever be used for more than one of each type of tournament.
21. Sponsored Provinces
- 21.A. Sponsored provinces differ from Core IM provinces as defined in section 1.A in that they are outside the 150-mile radius of Denver. The IM sponsors these groups because they are comfortable with our people, often because they are members of the IM who have moved. These groups differ from core provinces in that they do not pay or receive any money to or from the IM coffers but neither do they get to vote in any IM elections or althings.
- 21.A.a. The responsibilities of the Empire to a sponsored province are as follows:
- 21.A.a.1. Send them Rulebooks, Corporas and Imperial Althing decisions.
 - 21.A.a.2. Help them receive their own Kingdom status as soon as the numbers, time in, and stability of the group justify it.
 - 21.A.a.3. Consider their people for high level awards that their provincial leader can not grant.
- 21.A.b. The responsibilities of a sponsored province to the Empire are as follows
- 21.A.b.1. Send updated populous attendance records to the Imperial PM at least once a reign.
 - 21.A.b.2. Send updated contact lists to the Emperor/Empress and the Imperial PM whenever new officers step up.
 - 21.A.b.3. Send awards request to the Emperor/Empress for any awards that are deserved but that the provincial leader can not give.

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- 21.B. Aside from the differences listed under Section 21.A, a sponsored province follows all the rules for a province of its size listed elsewhere in this corpora. This includes the granting of awards, promotion and demotion of size and all other parts of this document.
- 21.C. The Emperor/Empress and Imperial PM may choose to sponsor a province by agreement.
- 21.D. The Emperor/Empress and Imperial PM may choose to stop sponsoring any province with which there has been no contact for a year by agreement.

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Appendix A:

1. Board of Directors (or B.O.D.)
 - 1.1. The B.O.D. serves as the business management of the Empire of the Iron Mountains. It will maintain and operate as the corporate offices of the organization and will be responsible for insuring that the organization is operated according to the laws of the United States and applicable state laws. It will also be responsible for the accounting for of Imperial funds and tax status and liabilities. It will also serve as the authority for any dealings that the Empire has with individuals or organizations outside the group with whom we want to conduct business.
 - 1.2. The B.O.D. shall consist of 7 members.
 - 1.2.1. Five Members shall be chosen by open ballot to serve in this capacity.
 - 1.2.1.1. People wishing to serve on the B.O.D. must be a contributing member of one of the Core Provinces of the Empire of the Iron Mountains.
 - 1.2.1.2. People wishing to serve on the B.O.D. must announce their intention to run 1 month prior to the elections.
 - 1.2.1.3. The length of service in office will be 2 years with staggered elections. 2 members will be elected on even years, 3 members will be elected on odd years.
 - 1.2.1.4. People wishing to serve on the B.O.D. may also hold elected offices in the provinces. Note that B.O.D. members may not hold Imperial Offices, and the member will have to step down from the B.O.D. if he or she wins an Imperial office. However, B.O.D. duties are not considered to be in conflict with provincial duties.
 - 1.2.1.5. If a Member cannot perform their duties for whatever reason, then the B.O.D. may request a special election to fill all the seats.
 - 1.2.1.6. A candidate must be 18 years old to serve on the B.O.D.
 - 1.2.2. The remaining two members shall be the Emperor and Imperial Prime Minister.
 - 1.2.2.1. They will automatically hold seats on the B.O.D. during their terms in office.
 - 1.3. Elections for the B.O.D. shall be held one month prior to the summer elections of the Empire every year. The Imperial Prime Minister will run these elections.
 - 1.4. The B.O.D. shall meet to discuss business not less than once every three months.
 - 1.5. The B.O.D. shall choose the following corporate officers from among the B.O.D. Officers may not be the Emperor/Empress and/or the Imperial Prime Minister.
 - 1.5.1. Chairman of the Board – responsible for setting meeting dates and locations, creating the agenda, and running the meetings.
 - 1.5.2. Membership officer and designated agent (i.e. – Secretary) – responsible for maintaining a mailing address for the Empire of the Iron Mountains,

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an 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.

- 1.5.3. 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 Imperial Prime Minister in these areas.
 - 1.5.3.1. The Treasurer shall be on the Imperial bank account.
 - 1.5.3.2. The Treasurer shall audit the Imperial books and confirm the disbursement required by the Corpora.
- 1.6. The B.O.D. will work with the Emperor and the Imperial Prime Minister in areas where the group has dealings with various government agencies and their institutions and laws.
- 1.7. A signature from at least one of the B.O.D officers is required on all legally binding documents.
- 1.8. Scheduled B.O.D. 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.
- 1.9. The B.O.D. will have no power to change, alter, or otherwise affect the rulebook(s), or Corpora.
- 1.10. The B.O.D. has no status in the order of precedence and no jurisdiction over internal group functions.
- 1.11. Members of the B.O.D. should not receive awards or titles for their terms in office. (However, outstanding service above and beyond expectations may receive recognition.)
- 1.12. BOD members may be impeached from the BOD following the same procedure as Imperial Officers.

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Appendix B:

ARTICLES AND BYLAWS of the EMPIRE OF THE IRON MOUNTAINS AMTGARD

In the event that an individual should be caught and/or proven guilty of any of the following acts:

- Assault with a deadly weapon (gun, knife, sword, etc.),
- Possession or trafficking of narcotics,
- Serving alcohol to a minor,
- Or any other mundanely felony-equivalent offense,

on the premises of any Amtgard function, the individual shall be

- Banned from all Amtgard battlegame, tourney and quest participation for a minimum duration of 1 (one) year, to permanently (subject to Monarch's discretion and althing vote),
- Immediately requested to leave the site of the Event,
- Stripped immediately of all titles of Nobility and Knighthood belts, permanently,
- Subject to an immediate call to the mundane law enforcement officials (police or sheriff).

In the event that an individual should be caught, and/or proven guilty of any of the following acts:

- Assault with a non-deadly weapon (fist, stick, flagrant abuse of an Amtgard Weapon),
- Petty theft,
- Willful destruction of property,
- or any other mundanely misdemeanor-equivalent offense,

on the premises of any Amtgard function, the individual shall be

- Banned from all Amtgard battlegame, tourney and quest participation for a period of 2 (two) to 6 (six) months, subject to the discretion of the Monarch,
- Requested to drop any title of Nobility or Knighthood belt for a period of no less that 6 (six) months,
- Subject to an immediate call to the mundane law enforcement officials (police or sheriff).

Any person banned from Amtgard participation may petition to be reinstated. A Petition signed by at least 20% of the active populace of the Empire will be enough to have a vote called at althing to decide whether or not to reinstate participation privileges for that individual. A majority of at least two-thirds is necessary for reinstatement.

The recognized official Peacekeepers of the Empire of the Iron Mountains consist of: all Knights, the Champion, the Consort Defender, the Captain of the Royal Guard, and any subordinates thereof. These individuals are to be treated accordingly; these individuals are likewise expected to bear themselves in a fashion appropriate to this station.

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Appendix C:

1 – Principalities

1.A. Definition

- 1.A.a. A Principality is a confederation of Sponsored Provinces in the same geographic area that is working toward the goal of becoming a Kingdom.

1.B. Requirements

- 1.B.a. In order to become a principality, there must have at least 60 different people per month claiming one of the groups in the Principality as a home province. This number includes both contributing members and populace but a player must sign-in to be counted. Associate members are not counted as part of this total.
- 1.B.b. At least one of the Sponsored Provinces that makes up the Principality must be a Duchy.
- 1.B.c. At least one Sponsored province must have been in existence for at least three years. (Contract date)
- 1.B.d. No province of a Principality may be more than 500 miles from any other province in the Principality.
- 1.B.e. No member of the Principality may be within 150 miles of the Denver City limits.
- 1.B.f. There is no requirement for IM sponsored provinces inside this distance to be part of the principality.
- 1.B.g. Should a principality be strong and successful, the Iron Mountains will support them for Kingdom Status but that transition requires approval from the Amtgard BOD and from 75% of the monarchs of existing kingdoms.

1.C. The Creation of a Principality.

- 1.C.a. All groups seeking to form a Principality must do so by a majority vote of their provincial Allthing. Likewise groups that seek to join a principality later must also elect to do so by a majority of their provincial allthing.
- 1.C.b. The Duke of the largest province in the principality provides a summary of the sponsored groups listing their locations, numbers, founding date, and the results of their provincial allthings to the Emperor and Imperial Prime Minister
- 1.C.c. The Emperor and Imperial Prime Minister must agree that that the groups meet the requirements for a principality and are ready for promotion.
- 1.C.d. The Imperial allthing approves the principality by a simple majority.
- 1.C.e. Thereafter, the principality does not take effect until after the first principality crown qualifications have been held and the first Prince and Principality Prime minister have been elected.

1.D. The Imperial Allthing may revoke a Principality's status by a simple majority.

- 1.D.a. The Imperial Prime Minister is responsible for notifying the officers of a principality as well as the officers of each sponsored province in that principality if such a proposal is made to the Imperial Allthing.

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- 1.D.b. Should a Principality choose to dissolve or be revoked by the Imperial Allthing, the individual Sponsored Provinces that make up the principality remain IM sponsored provinces until that relationship is specifically terminated by the province or by the Emperor and Imperial Prime Minister.
- 1.E. Removal of a group from a principality.
 - 1.E.a. A province may choose to remove themselves from a Principality by a majority vote of the provincial allthing. Also any group that leaves Amtgard or leaves the Empire of the Iron Mountains automatically leaves any IM Principality it is a part of.
 - 1.E.b. A Principality may not remove groups that want to remain in the Principality. The Emperor and Imperial PM may remove a province from the Iron Mountains per the IM corpora and this consequently removes them from the principality.

2 – Rules

Iron Mountains Principalities follow all the rules in the IM corpora with the following additions and exceptions.

- 1. Club Membership – There are within Iron Mountains' principalities three kinds of membership.
 - 1.A. Contributing Members – Individuals who are contributing members of one of the provinces in a Principality will be considered contributing members of that Principality. Contributing members must meet the following requirements.
 - 1.A.a. Must have a waiver signed and on file with the provincial record-keeper.
 - 1.A.b. Must be dues paid in the province during the current reign.
 - 1.A.c. Must be at least 14 years of age.
 - 1.A.d. Must have gained attendance in the province at least 6 times in the last six months.
 - 1.A.e. Must have been a contributing, associate or populous member of one of the provinces of the Iron Mountains rather than any other Kingdom for the preceding six months.
 - 1.A.f. Must abide by the Amtgard Rules of Play as well as all mundane laws while engaged in Amtgard activities.
 - 1.B. Contributing membership in a province entitles you to the following benefits within that province.
 - 1.B.a. May vote in provincial elections and allthings in that province.
 - 1.B.b. May run for office in that province. (Within the further criteria laid out for the specific office)
 - 1.B.c. May receive one copy of the rulebook and corpora per reign as required.
 - 1.B.d. Shall be entitled to receive a copy of each issue of the provincial newsletter (if any exists).
 - 1.B.e. Shall have their attendance and award status tracked by the provincial record-keeping officer.

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- 1.C. Contributing membership in a province that is part of a principality translates to contributing membership in the Principality as a whole and entitles you to the following privileges.
 - 1.C.a. May vote in Principality elections and allthings.
 - 1.C.b. May run for Principality offices or a seat on the principality BOD, should one exist. (Within the further criteria laid out for the specific office)
 - 1.C.c. Shall be entitled to receive a copy of each issue of the Principality newsletter.
- 1.D. Associate Membership – Members of the Empire of the Iron Mountains may only have one home province within the Empire where they are considered a contributing member. However, individuals may be associate members of several provinces within the Empire. Associate membership requires the following criteria:
 - 1.D.a. Must have a waiver signed and on file with the provincial record-keeper.
 - 1.D.b. Must be dues paid in that province during the current reign.
 - 1.D.c. Must be at least 14 years of age.
 - 1.D.d. Must have gained attendance in the province at least 6 times in the last six months.
 - 1.D.e. Must have been a contributing, associate or populous member of one of the provinces of the Iron Mountains rather than any other Kingdom for the preceding six months.
 - 1.D.f. Must abide by the Amtgard Rules of Play as well as all mundane law while engaged in Amtgard activities.
- 1.E. Associate membership in a province entitles you to the following within that province:
 - 1.E.a. May vote in provincial elections and allthings within that province.
 - 1.E.b. Shall be entitled to receive a copy of each issue of the provincial newsletter (if any exists).
- 1.F. Individuals may only change their home province once every six months. When an individual changes his home province the change does not go into effect until the record-keeping officers of both affected provinces have been informed.
- 1.G. Individuals who do not pay dues will be considered non-paying members or populace. Non-paying members may attend Amtgard game-days, feasts, camp-outs, and other activities. They do not have any voting rights in their province or in their principality, nor may they run for or hold any club office. They must meet the following limited criteria:
 - 1.G.a. Must have a waiver signed and on file with the provincial record-keeper.
 - 1.G.b. Must abide by the Amtgard Rules of Play as well as all mundane law while engaged in Amtgard activities.
- 1.H. Members of the populace of a province are entitled to the following limited benefit within their home province:
 - 1.H.a. Shall have their attendance and award status tracked by the provincial record-keeping officer.

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- 1.H.b. Members who pay dues in a province but are considered populace because they do not meet attendance requirements will still be entitled to receive one copy of the rulebook and corpora per reign as required and a copy of each issue of the provincial newsletter (if any exists).
2. Attendance Credits
 - 2.A. Class Credits
 - 2.A.a. If you travel more than 200 miles (one way) you can get one extra credit for a single day event. As with everything else in this section this is limited by 2.A.f.
 - 2.A.b. Provincial leaders may approve extra credits but may not exceed the limits in 2.A.f.
 - 2.A.c. Fighter Practices give you 1/4 credit a practice. Any class you are eligible for, no limits aside from those in 2.A.f.
 - 2.A.d. One credit is given out per week for normal Amtgard weekly game-days.
 - 2.A.e. Interkingdom or multi-day events give you one credit per day unless your provincial monarch or the Emperor/Empress says otherwise. (Within the limits of 2.A.f)
 - 2.A.f. Using any or all of these sources there is a limit of 6 class credits per month, unless there are five Saturdays or five Sundays in that month in which case the absolute limit is 7 class credits for that month. Credit may only be given for a class that was actually played except when special events such as tournaments and quests preclude all battlegames. Monsters must always be played for credit to be given in this class.
 - 2.B. Sign-in or voting credits
 - 2.B.a. Must have signed in at any province or provinces that were part of the Principality for a game-day or event at least 6 times in the last 6 months to vote in Principality elections.
 - 2.B.b. Must be dues paid in any principality province to vote in Principality elections.
 - 2.B.c. Must have signed-in in a province or event at least 6 times in the last 6 months to vote in that province's elections.
 - 2.B.d. Must be dues paid in a province to vote in that Province's elections.
3. Dues and the policies of the treasury
 - 3.A. Dues shall be paid to the provincial level record-keeping officer.
 - 3.B. Dues shall consist of \$5 per provincial reign and will grant voting membership (contributing or associate as appropriate) within the province during that reign.
 - 3.C. Individuals do not pay dues directly to the Principality.
 - 3.D. Donations may be made to either the Principality or to a province. Donations directly to the Principality should be given to the Principality Prime Minister and provincial donations should be made to the provincial record-keeper. Donations are money given over and above the dues structure, for which no dues credit is taken. Provincial donations need not be forwarded to the Principality and are not taxed in any way.

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- 3.E. For taxation each province will owe money to the Principality at the beginning of the provincial reign (after the cost of the coronation event). This tax is based on the number of dues paid members (contributing and associate) during the last reign. Forty Percent of each contributing and associate member's dues will be paid to the Principality. This is how the individual's Principality dues are paid and this process entitles the member to the benefits of contributing membership in the principality.
- 3.F. If a province cannot pay this taxation, the Principality has the right to withhold whatever is owed next time disbursement happens. Repeated failure to pay this taxation to the Empire may constitute grounds for withdrawing Principality support from a province, although this would currently require the approval of the Empire of the Iron Mountains as well.
4. Disbursement of Principality Excess
 - 4.A. A Principality must have a bank account.
 - 4.B. Since much of the life of the Principality will go on at the provincial level and since money sitting in the bank doesn't really do Amtgarders any good; the Principality will periodically disburse excess monies back to the provinces.
 - 4.B.a. At the beginning of each Principality reign, if there is any money in the treasury above the Bank Limit set by the principality, the Principality will distribute it to provinces.
 - 4.B.b. The Principality Bank limit shall be \$1000 upon acceptance into the Iron Mountains. After that the number may be changed by Principality allthing.
 - 4.C. Each principality province will receive shares of the excess based on size. Duchies will receive three shares, baronies two shares and shires one share.
5. Provinces – Principality provinces are always Iron Mountains sponsored provinces and as such must follow all rules laid out in section 5 of the IM corpora. In addition the following applies only to provinces that are part of a principality.
 - 5.A. Iron Mountains Principalities do not have sponsored and core provinces. Provinces are either part of the principality or they are just Iron Mountains sponsored provinces.
 - 5.B. Elevation
 - 5.B.a. Any group may petition to grow in size as long as they can prove their readiness to the Prince/Princess and the Principality Prime Minister. They need to prove that they have met the attendance requirements for 3 months.
 - 5.B.b. Only the approval of the Prince/Princess and the Principality PM is required to elevate a group who is a member of a principality from a shire to a Barony.
 - 5.B.c. Elevation to Duchy Status
 - 5.B.c.1. The Prince/Princess and the Principality Prime Minister can elevate a province within the Principality to Duchy Status by agreement. They must inform the Emperor and the Imperial Prime Minister within a week of such elevation.

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- 5.B.c.2. The Emperor and the Imperial Prime Minister, may veto a groups elevation to duchy. If they do so they must provide written justification to the Prince/Princess, Principality Prime Minister and elected leader of the affected province within two weeks of being informed of the elevation.
- 5.B.d. Bringing in new groups.
 - 5.B.d.1. The Prince/Princess and the Principality Prime Minister can bring a new group into the Principality (and thus the Iron Mountains) by agreement. They must inform the Emperor and the Imperial Prime Minister within a week of such a decision.
 - 5.B.d.2. The Emperor and the Imperial Prime Minister may veto bringing such a group into the Empire. If they do so they must provide written justification to the Prince/Princess, Principality Prime Minister and elected leader of the affected province within two weeks of being informed of their joining.
- 5.C. Demotion - Principality provinces will be demoted in the same way as any other sponsored IM province.
- 5.D. No province as a whole may be considered part of both an Iron Mountains Principality and of the IM Core.
- 6. Principality Officers.
 - 6.A. The required officers of a Principality consist of the Prince/Princess, Principality Consort, and Principality Prime Minister.
 - 6.A.a. These officers follow the rules laid out in the IM corpora for Imperial Officers of the same types (as per sections 6, 7, & 8) with the following exceptions.
 - 6.A.a.1. In all cases replace the word Imperial with the word Principality so that the officers act across the principality with the same duties and privileges as the Imperial officers act across the Imperial core.
 - 6.A.a.2. Awards that may be awarded by the Prince/Princess of a principality are limited as follows:
 - 6.A.a.2.1. Titles of nobility up to and including Count.
 - 6.A.a.2.2. All orders up to and including the eighth level.
 - 6.A.a.2.2.1. Exception: Principalities may only award Lions and Griffons up to a total of eight counting both awards.
 - 6.A.a.2.2.2. Exception Orders of the Garber and the Smith may be awarded up to the tenth.
 - 6.A.a.2.3. Masterhood of Guilds
 - 6.A.a.2.4. Titles of Masterhood for the fighting (class) guilds.
 - 6.A.a.2.5. May create new honors, awards in keeping with his or her office.
 - 6.A.a.2.6. May not award the four orders of Knighthood.
 - 6.A.a.2.7. May not award Masterhood for the orders
 - 6.A.b. The Principality Consort may give orders as follows:
 - 6.A.b.1. Hydra, Rose, Dragon, and Owl (up to the 8th level)

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- 6.A.b.2. Garber and Smith (up to the 10th level)
- 6.A.b.3. May create new honors in keeping with his or her office.
- 6.A.c. The Prince/Princess of a Principality may receive the title of Count/Countess after his or her term is over based on good and valuable service in the position. Other principality officers may be eligible for titles as per the same Duchy offices.
- 6.A.d. The Prince of a Principality is also responsible for coordinating and communicating with the greater Empire. He is responsible for communicating the Principality calendar within a week of its adoption and for assisting provinces within the principality and then soliciting Imperial help should it be required.
- 6.B. A Principality allthing may agree to have other officers that also mimic the Imperial officers as appropriate. Principality Champions, Principality Guildmasters of Reeves and Principality Class guild-masters fall under this category. These officers also follow the rules of the analogous Imperial officers by replacing the word Imperial with Principality.
- 6.C. Principality Allthings
 - 6.C.a. Powers of the Principality Allthing
 - 6.C.a.1. Spend Principality Money. Fifty Percent of all voters in the Principality Allthing must vote in favor of such expenditures.
 - 6.C.a.2. May impeach Principality officers or a seat on the Principality BOD. Sixty Percent of all voters in the Principality Allthing must vote in favor of impeachment for it to happen.
 - 6.C.a.3. Shall have to the power to undertake large-scale Interkingdom events and activities whose planning requires more than one Prince's reign.
 - 6.C.a.4. When decisions are made in the Principality Allthing it is up to the Principality PM to document such changes.
 - 6.C.a.5. Shall have the power to change the Principality Bank Limit.
 - 6.C.a.6. Shall have the power to decide whether the Principality wants to use the optional Principality officers as per 6.B
 - 6.C.a.7. Shall have the power to ratify a Kingdom corpora for the Principality in preparation for the elevation of the principality to Kingdom status.
 - 6.C.b. Principality Allthing Procedures
 - 6.C.b.1. The Principality PM is responsible for conducting the Allthing up to the point where actual sit down discussion is required. The Prince/Princess chairs any actual Discussion.
 - 6.C.b.2. There shall be at least one Principality Allthings scheduled per reign.
 - 6.C.b.3. Any eligible Principality voter may place items before the Allthing and all items before the Principality Allthing must be balloted.
 - 6.C.b.3.1. The Principality Prime Minister must accept ballot proposals for the Principality Allthing until 2 weeks before

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the allthing ballots are scheduled to go out to the provinces, which marks the start of the actual allthing. He or she may require them in writing and may choose to accept them later if he or she wishes as long as they can get on the ballots.

- 6.C.b.3.2. No eligible voter may place more than five items before a single allthing.
- 6.C.b.3.3. Should the Principality Prime Minister receive a proposal that they believe violates the powers of the Principality Allthing, they will bring the proposal before the Prince/Princess, Principality Prime Minister, and the Principality Consort. The 3 officers will vote on whether or not the proposal should be put on the ballot. It requires 2 yes votes at this point in order for the proposal to be put on the ballot.
- 6.C.b.4. The Principality allthing will be conducted in two parts. The first part will consist of a voting by ballot in your home province that will be conducted by the Principality PM and the provincial PMs. The second part will consist of a meeting with discussion with the location chosen by the Principality PM and Prince/Princess.
- 6.C.b.5. Principality Allthing Ballots must go out to the provinces at least a month before the Principality Allthing. Also the date and location of the Allthing should be clearly printed on the Ballot so that all voters know when and where it is should they wish to participate in the live part of the allthing.
- 6.C.b.6. Principality Allthing Ballots may be required to be turned in to the Principality PM no less than a week before the scheduled Principality Allthing. The provincial Prime Ministers are responsible for making sure that ballots from their province are transmitted to the Principality PM.
- 6.C.b.7. Ballots will counted and items that pass or fail by a 60% or greater margin are considered decided and will not be discussed at the Allthing meeting. Everything else will be decided by majority vote of all eligible members of the Principality who choose to vote at the allthing. (Those items listed under powers of the allthing as requiring a specific super-majority still do.) No proxies will be accepted and only those physically present will be allowed to vote in this final part to the Principality Allthing.
- 6.C.b.8. An officer may not take part in running an allthing where his or her own impeachment is being considered. Some other officer who is not being so considered must fill in.