

CORPORA OF THE LAWS OF
AMTGARD
KINGDOM OF THE BURNING LANDS

compiled by
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OFFICES OF THE KINGDOM

Monarch:

- 1) A Crown Tourney is to be held on the third weekend of the months of October and April. The winner of the Tourney shall become the ruling Monarch for six months.
- 2) Will have an automatic seat at the Allthings
- 3) The Monarch shall preside over and conduct all ceremonies and functions.
- 4) Is not required to pay any fees dues during his/her tenure.
- 5) The Monarch has the power to bestow the following honors:
 - a. Titles of nobility and lesser titles of honor:

1) Marquis/Marquise	For service
2) Margrave	For service
3) Earl/Earless	For service
4) Viscount/Viscountess	For service
5) Thane	For service
6) Baron/Baroness	For service
7) Baronet	For service
8) Lord/Lady	For service
 - b. Knighthood (The Circle of Knights will recomend initiates)
 - c. The following Orders:

1) Lion	2) Warrior	10) Griffon
3) Rose	4) Dragon	11) Hydra
5) Owl	6) Mask	
7) Jovius	8) Flame	
9) Walker of the Middle		
 - d. Titles of Master or Mistress for the Garbers Guild, Smith Guild, Orders of the Dragon, Owl, Mask, and the Jovius
- 6) May create new orders, awards and honors.
- 7) Recieve the title of Duke or Duchess after his/her term is over.
- 8) Shall descend from the throne if he/she misses more than 4 weeks in a row or miss more than 12 weeks total. Special situations will be taken into consideration by the Allthing.
- 9) Will have the power to break a tie at the Allthings
- 10) No Monarch may have the Throne for more than 2 consecutive terms. After 2 consecutive terms he/she must step down for at least one term before he/she can wear the Crown again.
- 11) Only those who qualify at Crown qualifications can try for monarch.

Princess or Prince Consort:

- 1) Has the power to bestow the following awards:
 - a. Orders of the Rose
 - b. Orders of the Dragon
 - c. Orders of the Owl
 - d. Orders of the Lion for chivalry, courage, etc. with the Monarch's consent.
- 2) Is not required to pay any fees during his/her tenure.
- 3) Is responsible for the promotions of the Arts and Sciences.
- 4) Shall be the Greeter of all newcomers to Amtgard.
- 5) May create new honors and awards in keeping with his/her duties.
- 6) Is responsible for the next Coronation and Feast.
- 7) Will receive the title of Countess or Count after his/her term.
- 8) Shall not miss 6 weeks in a row or more than 12 weeks total else a new consort must be choosen.

Prime Minister:

- 1) Every third weekend of the months of January and July an election shall be held. The winner of the election shall become the Prime Minister for six months.
- 2) All candidates for the election must be approved by the Allthing.
- 3) The Minister is not required to pay any fees during his/her tenure.
- 4) Is responsible for the collection of all fees and dues.
- 5) Must maintain accurate records of the club treasury.
- 6) Must keep records of attendance and active members.
- 7) Will receive the title of Baron or Baroness after his/her term is over. If already holding such title the next higher title of the Robe nobility will be given.
- 8) Shall not miss more than 4 weeks in a row or more than a total of 12 weeks else a new Minister (Pro Tem) must be elected.

Champion:

- 1) The Champion is the individual who placed second in the Crown Tourney.
- 2) Shall be in charge of security at all Amtgard events.
- 3) Maintain a Lost and Found for the organization.
- 4) Shall be the Defender of the Crown.
- 5) Shall maintain discipline at all Amtgard events.
- 6) Responsible for making sure all weapons in the games have been checked by the appropriate people
- 7) Responsible on days with no pre-planned games for organizing and seeing that teams are picked by half past the hour
- 8) Will become the Pro Tem Monarch if the present Monarch should prematurely leave the Throne.
- 9) Shall not miss more than 6 weeks in a row or more than a total of 12 weeks else a new Champion must be found.
- 10) Shall receive the title of Defender after tenure.

Scribe:

- 1) Appointment and dismissal are the Monarch's option.
- 2) Must print a regular newsletter for the Kingdom after each Allthing.
- 3) Print any fliers, letters, or other news of the Crown and Minister.
- 4) Maintain a Calender of Events for the year.
- 5) Keep the Minutes of all Amtgard meetings and Allthings.

Guild Master of Reeves:

- 1) A Guild Master of Reeves shall be choosen from the Reeves' guild. All members in the guild are those who have passed the Reeve test with an 80% or better. All members may vote.
- 2) The Guild Master must make sure there is an appropriate number of reeves at any Amtgard game.
- 3) Will give the Reeves' test.
- 4) Will be the Crown's advisor of the rules.
- 5) Dismissal is by a decision of the Monarch and the Minister.

Guild Master of the Smiths:

- 1) The following people may vote for the Guild Master of the Smiths: All current members of the guild; master reeves; the Monarch, the Minister, all former Monarchs and Ministers.
- 2) His duties are to see that all weapons are properly constructed and used properly in the games.
- 3) Maintain the Smith guild and see that its goals are worked for.
- 4) Maintain an active and viable guild membership.

Class Guild Masters:

- 1) For each guild a Master will be chosen from the members of that guild. All members of the guild will select one person to be the Master. Each election will be held every 6 months at the Crown Tourney.
- 2) The Master must keep records of the people playing in that guild and what days they play in it.
- 3) Must keep the members of the guild following the proper rules of their class.
- 4) Notify the Monarch and the Minister when a player should be considered for promotion to master level in that class.
- 5) Help new people learn about the class and play by the rules.
- 6) Maintain the integrity and appearance of the class.
- 7) Dismissal is by a 2/3 vote of all the members of the guild and the approval of the Monarch and the Prime Minister.
- 8) You may vote for a guild master if you have participated in that class within the last 6 months.
- 9) The guild master must be a member of the class he/she is chosen for.
- 10) Guild masters need only be elected by a simple plurality vote (More votes than any other candidate).
- 11) The Monarch will cast the deciding vote in case of a tie.

NOTE: The guild master is responsible for the maintenance, discipline, and application of his/her class. The position is just as much as a job as an honor. Elect someone whom you think will work for the guild. Note that the Knights guild will have two separate class heads.

Allthings:

- 1) An Allthing shall be held once each month.
- 2) Anyone may attend an Allthing. Only dues-paying members (active members) may vote on club policies.
- 3) The Allthing will do the following things:
 - a. Discuss and enact rule changes
 - b. Discuss and vote on major expenditures of the club treasury
 - c. Discuss and decide due punishment on people who cause undue problems within the club
 - d. Discuss the future of the Kingdom and its priorities

Rule Changes:

- 1) Any decision agreed on by the Monarch and the Minister is Law until the next Allthing. It will be Law for the Occasion only (1 to 6 weeks)
- 2) The Laws of Amtgard can be added to, deleted from, or changed by the Monarch, Minister, and the Allthings
- 3) No Law will be permanent until it is published in the Kingdom newsletter or the handbooks of the Kingdom.
- 4) Every month an Allthing shall be held and temporary decisions of the Monarch and Minister will be voted on.
- 5) Guildmasters will present any suggested modifications to their guilds to the Allthing.
- 6) A class should not be altered until a guildmaster has been approached and consulted.

Dues and Policies of the Treasury:

- 1) The dues of the club are \$5 for 6 months. A minimum of \$2 must be paid but, subsequent payments need only be \$1 a month for the 6 months, or 25 cents per week.
- 2) Paying the dues entitles you to the status of an Active Member
- 3) Receipts will be given if requested.
- 4) The Crown or Minister may spend 10% of the treasury or \$15 each month to run the Kingdom. The Allthing must vote on any larger expenses of the treasury.
- 5) Dues-paying members will receive free copies of the rules, all newsletters, and all official club publications.

Reeve's Guild:

The Reeve Guild is a group that helps organize, run and maintain the stability of the games. Reeves have total control of the battlegames. The following are guidelines as to what powers the reeves have:

- 1) May assign newcomers to the game to a team as they see fit
- 2) May adjust a game in progress to balance the sides
- 3) May call whether or not a declared hit upon a person is valid
- 4) May add any amount of time to a person's death if that person acts in an unsportsman like manner
- 5) May take off time from a person's death if he/she died especially well
- 6) May declare a person dead if he/she is causing a problem in the game
- 7) May take any person out of the game if he/she is causing a serious problem in the game
- 8) May take any weapon out of play if it is being used improperly or is dangerous to other players
- 9) May call a game ended if time has run out or if play is stagnating
- 10) Appropriate additional reeves from the players (If there is a need)

Smith's Guild:

- 1) General Tenets:
 - a. Maintain a responsible body to regulate the use and application of combat oriented items and activities of Amtgard
 - b. Support and supplement the Monarch, Minister, and Guild Masters in their duties and obligations as pertaining to weapons and combat.
 - c. The garb of the Smiths will be a dark brown sash (Chiefly for non-fighting functions).
- 2) Weapon Rulings:
 - a. Rule on the legality and safety of weapons and shields.
 - b. Define the function and effect of weapons
 - c. Insure that weapons and relics are correctly marked for type.
 - d. Define and rule on the effects of special weapons.
 - e. Determine the legality and classification of all bows.
- 3) Armour Rulings:
 - a. Rule on the value and legality of armour.
 - b. Define the effect of armour in combat.
 - c. Regulate the use and/or abuse of armour at Amtgard functions.
- 4) Weapons Construction:
 - a. Sponsor weapon and armour workshops.
 - b. Build and maintain loaner weapons.
 - c. Design and construct magic artifacts and relics.
 - d. Look into the feasibility of utilizing club funds for the construction of some official Amtgard weapons (For use in tournaments, etc.).

5) Duties:

- a. Work with the Guild Masters to insure that people follow the weapon and armour restrictions of their classes.
- b. Interpret the intent and application of the rules as applying to combat.
- c. Confer with the Monarch and the Minister in areas of combat and weaponry where policies must be made or redefined.
- d. Help insure that the spirit, as well as the letter, of the rules are carried out (Amtgard is a vehicle for people to have fun).
- e. List and print previously unpublished clarifications pertaining to weapons and combat.

6) Administration:

- a. The Monarch and Minister automatically hold a position in the guild. Five other members will be chosen during guild elections.
- b. Selection of new members will be by majority vote.
- c. Members must be well versed in the rules.

Circle of Steel (the guild of company captains):

This is a guild comprised of all active company captains. Its purpose is to coordinate and facilitate all inter-company functions (company competitions, etc.). All rules relevant to guilds in general apply.

King's guard:

- 1) Shall be comprised of seven members whom are elected by the populace at each guildmaster election.
- 2) The person receiving the most votes will be captain of this guard.
- 3) The monarch and the champion shall break ties in the election for the King's guard. Royalty may never hold this position.
- 4) The function of the guard will be to serve as a body to escort the monarch and carry out the wishes of the Crown.

Imperial guard:

- 1) Shall be comprised of ten or less members whom are either chosen by the emperor or unanimously voted in by all other guard members. Royalty may not be members of this unit.
- 2) Captain of this unit will be chosen by the emperor.
- 3) If there is no emperor, this unit will lapse into an unofficial, though honorary status.
- 4) In the interests of inter-unit rivalry, and esprit-de-corps, it is suggested that King's guard members not be eligible for the Imperial guard and vice versa.

Emperor:

At present this is a semi-official position determined by the resolution of a tournament involving a majority of the monarchs of active Amtgard kingdoms. Duties are as of now undetermined.

Masterhood:

- 1) Fighting guilds- 13 or more weeks of experience in a class.
- 2) Master reeve- 12 or more weeks experience as a reeve.
- 3) Master at arms- 20 or more weeks experience as a reeve.
- 4) Master smith- 12 or more credits in the Smiths guild.
- 5) Master garber- 12 or more credits in the garbers guild.
- 6) Master of the Dragon- 10 or more orders of the dragon.
- 7) Master of the Owl- 10 or more orders of the owl.
- 8) Warlord- 10 or more orders of the warrior.

THE FRATERNITIES OF KNIGHTS

Each order of Knighthood is equal to any other. Knights in each order may be inducted either by selection of the Monarch or by a majority vote of the knights of that order. Six months as a squire will earn a person two automatic credits for achieving Knight of the Flame. All knights should comport themselves in keeping with the traditional values of a knight, namely, chivalry, loyalty, courtesy, and munificence. The orders and their descriptions:

1. Knights of the Crown
 - a. a civil order (by position)
 - b. colors: white and gold
 - c. requirements: the position of Monarch or any 2 of the following 3 positions- consort, champion, and minister.
2. Knights of the Sword
 - a. a military order (by fighting ability)
 - b. colors: white and silver
 - c. requirements: credits approximating 10 orders measured in the following areas- orders of the warrior, orders of the griffon (i.e.- combat orders of the lion), weapon ratings of "A", masterhood in the fighting classes (warrior, scout, monk), warrior titles such as weaponmaster or warlord, etc.
3. Knights of the Flame
 - a. a service order (for contributions)
 - b. colors: white and scarlet (red)
 - c. requirements: credits approximating 10 orders measured in the following areas- orders of the rose, orders of the lion for service, Smiths guild credits, Squirehood, etc.
4. Knights of the Serpent
 - a. an achievement order (in the arts and sciences)
 - b. colors: white and green
 - c. requirements: credits approximating 10 orders measured in the following areas- orders of the dragon, orders of the owl, Garbers guild credits, etc.

The Guild of Knights:

- 1) Knights of all orders shall be grouped together in the Circle of Knights. Knights are a guild separate from any other class.
- 2) Only Knights are eligible to play paladins or antipaladins (chevaliers).
- 3) In addition to the overall Knight guildmaster, paladins and anti-paladins will each have their own elected class head. (See the rules for the election of guildmasters.)
- 4) The garb of a Knight is a white belt.

Squires:

- A squire is a would-be Knight in training under the tutelage of a Knight.
- 1) A Knight may only have one squire at a time.
 - 2) The garb of a squire is a red belt.

Households:

A household is the non-fighting equivalent of a company. Each household should have a lord and a lady, a device, and a banner. People may belong to both a household and a company.

ORDER OF PRECEDENCE

<u>Title/</u>	<u>Position/reason/</u>	<u>Eligibility</u>
Emperor/Empress	National Monarch	By Right of Sword
King/Queen	Local Monarch	By Right of Sword
Prime Minister	Local Administrator	Elected by Populace
Princess/Prince	Consort to the Monarch	Robe Nobility
Duke/Duchess	Retired Monarch	Sword Nobility
Countess/Count	Retired Princess/ Prince	Robe Nobility
Champion	Second to Monarch	By Right of Sword
Marquis/Marquise	Awarded for service	discretion of monarch
Margrave	Awarded for service	discretion of monarch
Earl/Earless	Awarded for service	discretion of monarch
Viscount/Viscountess	Awarded for service	discretion of monarch
Thane	Awarded for service	discretion of monarch
Baron/Baroness	Awarded for service	discretion of monarch
Baronet	Awarded for service	discretion of monarch
Defender	Retired Champion	Sword Nobility
Knight/Dame	Outstanding play	10 credits by type
Warlord	Outstanding fighting	Tenth level Warrior
Guild Master of Reeves	Service	Elected
Guild Master of Smiths	Service	Elected
Scribe	Service	Chosen by Monarch
Lord/Lady	Awarded for service	discretion of monarch
Guild Master	Service	Elected
Master/Mistress Smiths	Outstanding service in Guild	12 credits
Master/Mistress Garbers	Outstanding service in Guild	12 credits in Guild
Master/Mistress Orders	Outstanding in some order	10 orders of same type
Master/Mistress Class	Class promotion	13 weeks play or more
Captain	Fighting	Chosen by Company
Lord/Lady (Household)	Founders of House	Chosen by Household
Sergeant	Fighting	Chosen by Company
Squire	Fighting and Character	Service to Knight
Weaponmaster	Fighting	Weaponmaster tourney
Princess's Defender	Honor	Chosen by consort
Court Bard	Musical ability	Chosen by monarch
Court Jester	Entertainment	Chosen by monarch
Imperial Guard	Fighting	Chosen by consensus
King's Guard	Fighting	Elected
Reeve	Service	Pass reeve's test
Smith	Service	Elected

ORDERS

1) Order of the Rose

Given by: The Crown, Monarch and Consort

Given for: Performing beneficial service to the Crown and Kingdom.

Min-Max given: The Crown may give any number of Roses.

Min-Max received: A person may receive any number of Roses.

Note: The Roses will be considered for gaining titles of nobility.

2) Order of the Dragon

Given by: The Crown, Monarch and Consort

Given for: Outstanding achievements in the Arts

Min-Max given: Unlimited

Min-Max received: Unlimited

- 3) Order of the Lion
Given by: The Crown, Monarch and Consort
Given for: Given for displaying outstanding traits of courage, chivalry, honor, loyalty, etc...
Min-Max given: Unlimited
Min-Max received: Unlimited
- 4) Order of the Griffon
Given by: The Monarch
Given for: Orders of the Griffon are given for chivalrous fighting ability. In dueling for orders of the Griffon you must triumph over 6 opponents in a row, wounds retained. Field commendations are also given
Min-Max given: Unlimited
Min-Max received: Unlimited
Note: This order was once known as a combat order of the Lion.
- 5) Order of the Jovius
Given by: The Monarch
Given for: Outstanding attitude
Min-Max given: Only one may be given in each Crown's tenure
Min-Max received: Unlimited
- 6) Order of the Flame
Given by: The Monarch
Given for: Given to a group for outstanding accomplishments benefiting the Crown and Kingdom
Min-Max given: Only one may be given in each Crown's tenure
Min-Max received: Unlimited
- 7) Order of the Owl
Given by: The Crown, Monarch and Consort
Given for: Outstanding achievements in the Sciences
Min-Max given: Unlimited
Min-Max received: Unlimited
- 8) Order of the Mask
Given by: The Monarch
Given for: Outstanding portrayal of persona
Min-Max given: Only one may be given in each Crown's tenure
Min-Max received: Unlimited
- 9) Order of the Walker of the Middle
Given by: The Monarch
Given for: Exemplification of the ideals and conduct of Reeves
Min-Max given: Unlimited
Min-max received: One
- 10) Order of the Hydra
Given by: the Monarch
Given for: a multiplet of service (such as entering Crown Qualifications)
Min-Max given: Unlimited
Min-Max received: unlimited
- 11) Order of the Zodiac
Given by: the Guildmaster of Smiths
Given for: outstanding contributions in any one month
Min-Max given: one per month
Min-Max received: unlimited

12) Order of the Warrior

Given by: The Monarch, Warlords, the guildmaster of Smiths

Given for: Fighting ability. In dueling a person must defeat 3 people to obtain the first level, every 2 people defeated after the first 3 promotes the person up one more level (e.g. 3 people defeated is first level, 5 is second, 7 is third, 9 is fourth, etc...) up to a maximum of tenth level. In dueling the wounds are retained and the levels earned are not cumulative with previous efforts (e.g. If you are a fourth level warrior and you defeat 7 people you will still be a fourth level warrior). Field commendations for success on the battlefield or victory in tournaments are also given.

Min-Max given: Unlimited; Field commendations are cumulative.

Min-Max received: no limit, but very difficult after tenth level.

Note: At tenth level the title of Warlord will be given

Levels: Color of belt Animal assoc.

1.	Green	Snake
2.	Blue	Boar
3.	Red	Mongoose
4.	Brown	Bear
5.	Rust	Hawk
6.	Grey	Wolf
7.	Orange	Tiger
8.	Black	Panther
9.	Purple	Dragon
10.	Yellow/red bord.	Phoenix

CREDITS

1) Smith Guild credits

Given by: Guildmaster of Smiths

Given for: sponsoring a major Amtgard event, printing a major publication, sponsoring a workshop, or any other comparable service to the club.

Min-Max given: unlimited

Min-Max received: unlimited

2) Garber Guild credits

Given by: Guildmaster of Garbers

Given for: Making a flag, making armor, making superior garb for oneself, making garb for others, etc.

Min-Max given: unlimited

Min-Max received: unlimited

What orders are usually awarded for:

- 1) Rose- service to the club (feasts, quests, publications, etc.)
- 2) Dragon- superior garb, artwork, certain crown qualification events
- 3) Lion- bravery, honor, and chivalry exhibited on the battlefield
- 4) Griffon- glorious achievements on the battlefield
- 5) Owl- weapon making, armour construction, battlefield props
- 6) Hydra- entering crown tournament qualifications
- 7) Warrior- winning quests and scenarios for up to 5th level
winning tournaments and crown qualifications warskills events
for up to 10th level

Honorary Titles:

- Weaponmaster- awarded to the winner of the semi-annual Weaponmaster tournament.
- Princesse's Defender- chosen by each consort as his or her defender of honor.
- Court Bard- chosen by each monarch to entertain the court with music and song.
- Court Jester- chosen by each monarch to entertain the court with humour.
- Lieutenant/Tribune/etc.- title of command in a company that is lower than that of sergeant.
- Unit orders- a company may choose to invent its own orders for service in the unit.
- Weapon classifications- ratings of A (highest), B, C, or unclassified for success in dueling with a specific weapon system (sword, spear, etc.).
- Unofficial titles- the monarch or consort may choose to create a specific title to award a person for some uncommon achievement.

Crown Tournament Qualifications:

- 1) Will be held every six months, one or two weeks prior to the Crown tournament.
- 2) Contestants in the Crown tourney will be required to enter a specified minimum number of crown qualification cultural events.
- 3) Anyone may enter the Crown contests, and in fact, everyone is encouraged to participate.
- 4) Multiple entries in a single contest are allowed.
- 5) A single entry may not be entered in more than one contest.
- 6) The following orders will be given out for either winning an event, or for outstanding entries: Dragon, Rose, Hydra, Griffon, Warrior.
- 7) Typical cultural skill events include: two-dimensional art, three-dimensional art, heraldry test, reeves test, singing, strategic gaming, instrumental music, most authentic cooking, best tasting cooking, composition, passive construction, active construction, field heraldry, most original garb, best looking garb, best court jester, and others.
- 8) Typical war skill events include: iron warrior run, javelin throw, jousting, free for all melee, archery duel, arm wrestling, leg wrestling, tug of war, and others.
- 9) More specific rules for these qualifications will be put out at least one month before the date for which these events are scheduled.

Weaponmaster Tournament:

- 1) Will be held every six months, two weeks after the Crown tournament.
- 2) Consists of separate contests in several various weapons categories.
- 3) Anyone and everyone is encouraged to fight.
- 4) Combat will either be by elimination or round robin pools.
- 5) No armor, magic, or relics will be allowed during or in the dueling.
- 6) Typical weapons classes to be contested include: single sword, sword and parry, spear, morningstar, quarterstaff, archery, short weapons, berserker, open class, two man teams, and others.
- 7) The person scoring the most overall points will hold the title of Weaponmaster for the next six months.
- 8) Orders of the warrior will be awarded for successes in the tournament.