

## **THE CORPORA OF LAWS (BYLAWS) OF AMTGARD, KINGDOM OF THE BURNING LANDS, INC.**

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

Introduction: Amtgard is a vehicle for recreation, and many often lose sight of that. The Corpora of laws, and the rulebook of play are only guidelines to aid in the interaction between the people who do come to Amtgard for recreation. The ideal purpose of government is to serve the people, not the other way around. Some of the great philosophers have said that "man is greater than his institutions." No rulebook can cover every possible situation and no person should be bound by constraints that he or she feels are in conflict with his moral standards. All the good ever done on this planet has been accomplished by people who stood up and dared to make their mark. This Corpora is an offering of service. Its many contributions were made by people who cared to contribute and who had the competence to make their ideas take shape. It is not engraved in stone. People, their relationships, change. Amtgard will change and hopefully, with the contributions of its best, it will prosper and grow. The pages within contain an offering of ideas and service, and, I believe, there is quality and care here. However, it would be a gross presumption to state that any body of laws has any real precedence over the thinking and activities of a human being, for these same laws were only made by humans. Only a tyrant would attempt to force "the law" upon an unwilling person, and only a coward would submit to such treatment. He who would create must stand on his own two feet. We must monitor our own thoughts and actions if we are to build anything positive in our lives, our relationships, and that unique corner of the world that we call "Amtgard".

-Aramithris

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(With thanks to: the Kingdom of the Iron Mountains, the Kingdom of the Golden Plains, The Celestial Kingdom, and the Duchy of Mordeengard.)

Published in this the 13th year of Amtgard during the reigns of the Monarchs of the nine kingdoms: Aramithris V, Cabal II, Auromax, Arion, Silverthone, Lukor II, Stefan, Ashki, and Amren.

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## 1.0 Offices of the Kingdom

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### 1.1 Monarch (King or Queen):

- 1.11 Crown elections will be held once every six months. The winner of the election will be the Monarch for the next six months.
- 1.111 Exception- A Crown tourney may be held. The winner of this tourney will become the Monarch for six months or if elections are held, Champion.
- 1.12 Will have an automatic seat at the Althings.
- 1.121 Will have the power to break ties at the Althings.
- 1.13 Shall preside over and conduct all ceremonies and functions.
- 1.14 Is not required to pay any fees during his/her term.
- 1.15 May award the following honors:
  - 1.151 Titles of Nobility - granted by patent (discretion of Monarch): Marquis, Viscount, Baronet, Lord (lesser title)
  - 1.152 Titles of Nobility - earned by tenure (for a specific service listed in this Corpora): Grand Duke, Arch Duke, Duke, Count, Baron, Defender (lesser title).
  - 1.153 Peerage- the four orders of Knighthood:
    - Crown- for service in the Amtgard's highest offices
    - Flame- for excellence in service
    - Serpent- for excellence in the arts and/or sciences
    - Sword- for excellence in combat
  - 1.154 The following orders: Dragon, Flame, Griffon, Hydra, Jovious, Lion, Mask, Owl, Rose, Walker of the Middle, Warrior, Zodiac
  - 1.155 Titles of Masterhood for the service guilds (by tenure): Garber, Reeve, Smith
  - 1.156 Titles of Masterhood for the orders (by tenure): Dragon, Lion/Griffon, Owl, Rose, Warrior (Warlord)
  - 1.157 Garber and Smith credits
  - 1.158 Titles of masterhood (in conjunction with the Prime Minister and class guildmaster) for the fighting guilds.
  - 1.159 Titles of masterhood for the service guilds (by patent).
- 1.16 May create new honors, awards, masterhoods, and titles.
- 1.17 Will receive these titles after his/her term is over:
  - 1.171 Knight of the Crown (at the option of the next incoming Monarch)
  - 1.172 Duke/Duchess (or Grand Duke for serving two or more terms as Monarch)
- 1.18 Shall descend from the throne if he/she misses more than four weeks in a row or twelve weeks total.
- 1.181 Exception- special situations will be taken into consideration by the Althing.
- 1.19 No Monarch may have the throne for more than two consecutive terms.
- 1.1A Only those who qualify at Crown qualifications may try for Monarch.
- 1.1B Shall hold an automatic seat on the B.O.D. during his/her term.
- 1.1C A Monarch may remove (strip) a title of honor from a person for repeated proven violations of the corpora and/or rulebook under the following conditions:
  - 1.1C1 agreement of 75% at the vote of an Althing,

- 1.1C2 agreement of the Prime Minister,
- 1.1C3 a majority vote of all people with the same title that is removed (i.e.- all Barons would vote for the removal of a Baron title),
- 1.1C4 agreement of 75% of the local group B.O.D. if the person to be stripped no longer resides in that kingdom.
- 1.1D Note: Titles and honors may never be awarded to the members of another kingdom without that Monarch's permission.
- 1.1E The Monarch must be at least 18 years of age.

### **1.2 Royal Consort (Princess/Prince):**

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

### **1.3 Prime Minister:**

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

### **1.4 Champion of the Realm:**

- 1.41 The Champion is the individual who placed second in the Crown tourney.
- 1.411 Exception- if the Monarch is elected, then the winner of the Crown tournament shall be the Champion.
- 1.42 Shall maintain a lost and found for the organization.

- 1.43 Responsible that all weapons and armor have been checked for safety and legality.
- 1.44 Responsible for organizing the battlegames on days when no predetermined scenarios are scheduled.
- 1.45 Shall be the defender of the Crown.
- 1.46 Will become the pro-tem Monarch if the present Monarch should prematurely leave the throne.
- 1.461 Exception- if the Monarch is elected, then the Royal Consort replaces a departed Monarch.
- 1.47 Shall not miss more than four weeks in a row or twelve weeks total else a new Champion must be found.
- 1.48 Shall receive the title of Defender after his/her term.

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

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

**1.6 Scribe:**

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

### **1.7 Guildmaster of Reeves:**

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

### **1.8 Captain of the Monarch's Guard:**

- 1.81 Appointment and dismissal are the Monarch's option.
- 1.82 Shall be in charge of security at all Amtgard events.
- 1.83 Shall ensure that the Monarch and Consort are properly escorted.
- 1.84 Will share duties with the Champion in terms of carrying out the policies of the Crown.

### **1.9 Class Guildmasters:**

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

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## 2.0 Other Positions

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### 2.1 Colleges of Arts and Sciences:

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

### 2.2 Reeves Guild:

- 2.21 Members are those who have passed the Reeves test within the last six months with a score of 75% or better.
- 2.22 Though under the jurisdiction of the Monarch and the Guildmaster of Reeves, the Reeves have the following powers over the battlegames:
- 2.221 May add newcomers and adjust the teams to balance a game.
- 2.222 May call whether a hit on a person is valid or not.
- 2.223 May take unsafe people or equipment off the battlefield.

- 2.224 May take time off a person's death if he died especially well.
- 2.225 May declare a person dead if he persistently is causing problems.
- 2.226 May declare the end to a game if play is stagnating.
- 2.227 May appropriate additional reeves if they are needed.
- 2.23 Reeves are responsible for the following:
  - 2.231 Must ensure that the games are safe to participants and bystanders.
  - 2.232 Shall retrieve expended and discarded equipment.
  - 2.233 Shall help the participants in their understanding of the games.
  - 2.234 Shall ensure that the quality of play is honest and in keeping with the spirit of the rules and corpora.

### **2.3 Monarch's/Consort's Guard:**

- 2.31 No more than ten people shall fill these slots. They will be chosen by the Monarch and the Consort.
- 2.32 Shall escort the Crown and aid the Captain of the Guard in his/her duties.

### **2.4 Circle of Steel:**

- 2.41 Shall be composed of the captains of all companies with three or more participating members.
- 2.42 Shall organize and orchestrate company-related activities within the group.

### **2.5 Consort's Defender:**

- 2.51 Shall be chosen by the Monarch's Consort.
- 2.52 Will escort and serve the Consort in much the same way the Champion augments the Monarch.

### **2.6 Court Bard:**

- 2.61 Appointment and dismissal are the Monarch's option.
- 2.62 Responsible for organization and performance of the arts at official Amtgard functions.

### **2.7 Court Jester:**

- 2.71 Appointment and dismissal are the Monarch's option.
- 2.72 Responsible for humor and levity at official Amtgard functions.
- 2.73 May double as the herald for all announcements of the Crown.

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## 3.0 Amtgard Government

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### 3.1 Althings:

- 3.11 An Althing shall be scheduled once each month. Whether it is actually held is subject to group interest and involvement. (i.e. - if no one has business to bring before the group, then there will be no Althing for that month).
- 3.12 Anyone may attend; Only dues paying members (active, or "donating" members) may vote on Amtgard policies.
- 3.13 The Althing may do the following things:
  - 3.131 Discuss and enact rule changes.
  - 3.132 Revise and update the Corpora.
  - 3.133 Discuss and vote on major expenditures of the group treasury.
  - 3.134 Discuss the future of the Kingdom and its priorities.
- 3.14 Althing rules of order may be set down by the Crown. The Champion is responsible for enforcement.

### 3.2 Elections:

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

### 3.3 Removing Amtgard Officers:

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

### 3.4 Rules Changes:

- 3.41 Any decision agreed upon by the Monarch and Prime Minister is law until the next Althing (a duration of one to seven weeks).
- 3.42 Temporary rulings may be published in the newsletter.
- 3.43 Final rulings will be added to an addenda sheet for local group use only.
- 3.44 Only the Althing, or the Monarch and Prime Minister, can change, add or delete from the laws of Amtgard.

- 3.45 Any suggested changes to a class should be first passed by the guildmaster of that class.
- 3.46 Rules changes that apply to all groups of Amtgard International require a 75% vote of current Kingdom level Monarchs and a ruling by the Central Board of Directors that no mundane or Amtgard Contract/Agreement laws have been broken.
- 3.5 Dues (donations) and Policies of the Treasury
- 3.51 Dues are \$6 for six months. Though not required of Amtgard members, certain positions and prerogatives may only be applicable to active (dues paying) members. People should read this Corpora very carefully to ascertain the advantages of active (i.e.- donating) membership.
- 3.52 Receipts will be given if requested.
- 3.53 The Prime Minister shall serve in the capacity of group treasurer.
- 3.54 The Monarch or Prime Minister may each spend 10% of the treasury every month in order to run the group. The Althing must vote on any larger expenditures of the treasury.
- 3.55 Dues paying members are entitled to a copy of the rules, the Corpora, and the group newsletter. However, note that the group is not obligated to provide materials to a member if the cost to reproduce those materials exceeds the sum of the dues that particular person paid.

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## 4.0 Honors and Awards

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### 4.1 Knighthood:

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

- 4.11 The Monarch of a Kingdom may knight people into any of the four orders. Although not required, candidates for Knighthood should have achieved the criteria listed and have the approval of a majority of the Knights of that order. Note that the achievement of criteria set forth does not automatically grant Knighthood. Also note that the traditional positive knightly virtues will go a long way towards achieving the white belt.
- 4.12 The orders of Knighthood:
  - 4.121 Knights of the Crown:
    - a. a civil order for serving in the highest echelons of the group
    - b. colors: white trimmed with gold
    - c. suggested criteria: complete a term as the Monarch or serve in two of the following three positions: Champion, Consort, Prime Minister.
  - 4.122 Knights of the Flame:
    - a. a service order for contributions to the group
    - b. colors: white trimmed with red
    - c. suggested criteria: Masterhood in at least one of the following three areas- Rose, Lion, Smith
  - 4.123 Knights of the Serpent:
    - a. an achievement order for excellence in the arts and/or sciences
    - b. colors: white trimmed with green
    - c. suggested criteria: Masterhood in at least one of the following four areas- Dragon, Owl, Garber, Hydra
  - 4.124 Knights of the Sword:
    - a. a military order for fighting skills and battlefield prowess
    - b. colors: white trimmed with silver
    - c. suggested criteria: any of the following honors- Warlord, Defender, Weaponmaster (equivalent tournament successes will be considered).

- 4.13 Only those Knights who have been a member of the Circle of Knights (Guild of Knights) for twelve or more weeks may play a paladin or antipaladin. Exception- if for any reason a person loses his/her knighthood, they also lose the ability to play paladin or antipaladin.
- 4.14 A Knight may choose to take a squire.
- 4.141 The garb of a squire is a red belt.
- 4.142 A knight should never have more squires than separate orders of knighthood that he/she has achieved.

#### **4.2 Masterhood in the Service Guilds and Orders:**

- 4.21 Awarded by the Monarch for achieving the criteria set forth. 4.22 Denotes excellence in contributions to the group in the area listed (see explanations of the orders themselves).
- 4.23 Specific types of Masterhood:
  - 4.231 Dragon- 10 orders of the Dragon.
  - 4.2311 Hydra- 10 orders of the Hydra.
  - 4.232 Garber- 12 garber credits.
  - 4.233 Lion- any combination of orders of the Lion and orders of the Griffon that add up to 10.
  - 4.234 Owl- 10 orders of the Owl.
  - 4.235 Reeve- 12 weeks experience as a reeve.
  - 4.236 Rose- 10 orders of the Rose.
  - 4.237 Smith- 12 smith credits.
  - 4.238 Warrior (designated title: Warlord)- 10 orders of the warrior.
  - 4.239 The Monarch may create other titles and forms of Masterhood.

#### **4.3 Orders:**

- 4.31 Order of the Dragon
  - given by: Monarch, Consort
  - given for: outstanding achievements in the arts (garb, art, music, literature, etc.)
  - limitations: none
- 4.32 Order of the Flame
  - given by: the Monarch
  - given for: given to a group of people (company, household, etc.) for outstanding contributions to Amtgard
  - limitations: only one may be given in each Monarch's reign
- 4.33 Order of the Griffon (Gryphon)
  - given by: the Monarch
  - given for: courage, chivalry, and honor on the battlefield
  - limitations: none
- 4.34 Order of the Hydra
  - given by: the Monarch
  - given for: entering enough Crown Qualifications events to qualify for the Crown tourney/election
  - limitations: each person may only receive one Hydra per Crown qualifications
- 4.35 Order of the Jovious

- given by: the Monarch  
 given for: outstanding attitude  
 limitations: only one may be given in each Monarch's reign
- 4.36 Order of the Lion  
 given by: Monarch, Consort  
 given for: displaying outstanding traits of service and loyalty to Amtgard  
 limitations: none
- 4.37 Order of the Mask (Masque)  
 given by: the Monarch  
 given for: outstanding portrayal of persona  
 limitations: only one may be given in each Monarch's reign
- 4.38 Order of the Owl  
 given by: Monarch, Consort  
 given for: outstanding achievements in the sciences (armor, construction, seigeworks, etc.)  
 limitations: none
- 4.39 Order of the Rose  
 given by: Monarch, Consort  
 given for: beneficial service to Amtgard  
 limitations: none
- 4.3A Order of the Walker of the Middle  
 given by: the Monarch  
 given for: exemplification of the ideals and conduct of reeves  
 limitations: a person may never receive more than one of these
- 4.3B Order of the Warrior  
 given by: the Monarch  
 given for: fighting ability (see the criteria below)  
 limitations: higher levels are increasingly difficult to attain.

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

note: Battlefield commendations are also given with orders above 5th level only awarded for outstanding success in the games, quests, or tournaments. The higher the level, the harder it is to achieve more orders of the warrior. No one has ever achieved warlord status (10th level or higher) without winning at least two major kingdom level tourneys. These orders are cumulative (think of them as levels). Thus, no one may have both a first, and say, an eighth level order of the warrior at the same time. Also, the levels do not add up (winning three duels, and losing one, they winning three again still only makes for a first level order of a warrior, not second level).

4.3C Order of the Zodiac

given by: the Monarch

given for: outstanding contributions in any one month

limitations: only one may be given each month

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

**4.4 Titles of Nobility and Lesser Titles of Honor (awarded by the Monarch):**

4.41 Title: Grand Duke

equivalents: none

suggested criteria: serve the kingdom two terms as Monarch

4.42 Title: Arch Duke

equivalents: none

suggested criteria: one term each as a kingdom and Duchy (or Kingdom pro-tem) Monarch.

4.43 Title: Duke/Duchess

equivalents: Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda, Chiangchun

suggested criteria: serve the kingdom six months as Monarch

4.44 Title: Count/Countess

equivalents: Earl, Comes, Comite, Graf, Jarl, Conde, Comte, Conte, Graaf, Orkhan, Shireman, Dey, Kaliph, Khidiw, Cuauhtlahtoque, Contessa

suggested criteria: serve the kingdom six months as Royal Consort

4.45 Title: Marquis/Marquise

equivalents: Markgraf, Marchioness, Margrave, Mark, Markis, Margraf, Marques, Marchese, Margravine, Marquee

suggested criteria: serve in each of the following positions of a kingdom- Monarch, Consort, Prime Minister

4.46 Title: Viscount/Viscountess

equivalents: Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha

suggested criteria: have held both the following positions of a kingdom- Champion, Weaponmaster

4.47 Title: Baron/Baroness

equivalents: Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone

suggested criteria: serve the kingdom six months as Prime Minister

4.48 Title: Baronet

equivalents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum  
suggested criteria: serve in a pro-tem position for any of the following kingdom  
positions: Monarch, Champion, Prime Minister, Consort

4.49 Title: Lord/Lady (lesser title)

equivalents: Hlafweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sherif, U,  
Sayid, Agah, Rabban, Chieftain

suggested criteria: Monarch's discretion (service to Amtgard)

4.4A Title: Defender (lesser title)

equivalents: ---

suggested criteria: serve the kingdom six months as Champion

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## 5.0 Order of Precedence

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### 5.1 Royalty, Nobility, Peerage

#### 5.2 Other Positions:

- |                         |                                     |
|-------------------------|-------------------------------------|
| a. Monarch (King/Queen) | p. esquire                          |
| b. Prime Minister       | q. Guildmaster of Reeves            |
| c. Royal Consort        | r. Captain of the Guard             |
| d. Grand Duke           | s. Scribe, Court Herald, and Jester |
| e. Arch Duke            | t. Weaponmaster                     |
| g. Count Champion       | u. Warmaster, Arts & Sciences       |
| f. Duke                 | v. All other guildmasters           |
| h. Marquis              | w. All other court positions        |
| i. Viscount             | x. Royal guardsmen                  |
| j. Champion             | y. Masters of service orders        |
| k. Baron                | z. Masters of guilds                |
| l. Knighthood           | aa. Company/House heads             |
| m. Baronet              | bb. Squire                          |
| n. Warlord              | cc. Reeves guild                    |
| o. the title of Master  | dd. Company/House officers          |

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## 6.0 Crown Tournament, Election and Qualifications

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### 6.1 Qualifications:

- 6.11 Will be held every six months, one or two weeks prior to the Crown tournament and election.
- 6.12 Will be the responsibility of the highest group officer (excluding the Prime Minister) not running for Crown.
- 6.13 Anyone may enter Crown qualification events.
- 6.14 Crown contestants will be required to enter a minimum specified number of Crown Qualification cultural events.
- 6.15 Crown contestants must pass the Reeves test.
- 6.16 The group may set other criteria for Crown contestants.
- 6.17 Multiple entries are allowed in a contest, but a single entry may not be entered in more than one contest.
- 6.18 The following orders will be awarded for outstanding entries: Dragon, Hydra, Rose, Owl, Warrior (for warskill events).
- 6.19 Typical cultural skill contests include (but are not limited to): flat art, 3-D art, heraldry test, singing, instrumental music, best tasting cooking, factual writing, composition, weapon and shield construction, passive construction, active construction, best looking garb, best fighting garb, strategic gaming, vitners, poetry, etc.
- 6.1A More specific rules for these qualifications shall be put out by the sponsor at least six weeks prior to the date set for Crown Qualifications.

## 6.2 The Month of Crown:

These events occur twice a year during the period of Crown Qualifications and Monarch selection-

- 6.21 Event: Guildmaster elections  
Date: one week prior to and during Crown Qualifications  
Sponsor: Prime Minister
- 6.22 Event: Crown Qualifications  
Date: one or two weeks prior to the Crown tournament/Election  
Sponsor: highest uninvolved group officer (excluding the Prime Minister)
- 6.221 The winner of the cultural events at Crown Qualifications shall hold the title of group Arts and Sciences Champion for 6 months.
- 6.222 The winner of the war events at Crown Qualifications shall hold the title of Warmaster for six months.
- 6.23 Event: Crown tournament  
Date: third weekend of the month, once every six months in April and October  
Sponsor: same as for Crown Qualifications plus the Guildmaster of Reeves.
- 6.24 Event: Crown Coronation Feast  
Date: one or two weeks after the Crown tournament  
Sponsor: outgoing Royal Consort
- 6.25 Event: Weaponmaster tournament  
Date: one or two weeks after the Crown tournament  
Sponsor: Reeves guild  
Note: This is a passage of arms in several different weapons classes. It is held in a tournament format and the winner will hold the title of Weaponmaster for six months until the next such tourney.

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## 7.0 Other Amtgard Chapters (groups)

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7.1 Amtgard groups may choose to form in other cities. They may use the name of "Amtgard," but may not call themselves the Burning Lands, as that is reserved to the parent group's: Kingdom status, incorporation as a non-profit group, and the name of the central (Burning Lands) Board of Directors.

7.2 New groups must sign the Amtgard contract (Agreement) with the Central (Burning Lands) Board of Directors.

7.3 New groups must have a sponsoring kingdom.

7.4 This corpora is written with Kingdom level groups in mind. Smaller new groups may form and change status through the hierarchy of Shire/Barony/Duchy/Kingdom via the following criteria:

- 7.41 Shire- as per the contract
- 7.42 Barony- as per the contract
- 7.43 Duchy- as per the contract

- 7.44 Kingdom-
- 7.441 as per the contract, and
- 7.442 a majority vote of the Monarchs of all currently existing kingdoms

**7.5 All new groups are bound by the Amtgard rules (handbook), this corpora, and the contract.**

**7.6 Awards and Orders:**

- 7.61 New groups may award orders by type (i.e.- so many roses, etc.) up to a maximum level as follows:
  - 7.611 Shire- second level
  - 7.612 Barony- fifth level
  - 7.613 Duchy- eighth level
- 7.62 Sponsoring Kingdoms may award any number of awards and orders to new groups under their jurisdiction.

**7.7 Titles:**

- 7.71 New groups may not award titles of Nobility, Knighthood, and Masterhoods until and if they achieve kingdom status.
- 7.72 New groups may create their own awards, orders, and non- noble titles.
- 7.73 Sponsoring kingdoms may award titles to new groups under their jurisdiction.
- 7.74 Suggested criteria for titles awarded to former (stepping down) officers of new groups (Awarded by the sponsoring Kingdom's Monarch):

	<u>Shire</u>	<u>Barony</u>	<u>Duchy</u>
Monarch	Lord	Baronet	Baron
Consort	Master	Lord	Baronet
Prime Minister	Esquire	Master	Lord
Champion	Esquire	Esquire	Master

**7.8 Officers- New group officers are referred to as follows:**

<u>Shire</u>	<u>Barony</u>	<u>Duchy</u>	<u>Kingdom Equivalent</u>
Sheriff	Baron	Duke	Monarch
Regent	Baronial Regent	Ducal Consort	Royal Consort
Chancellor	Chancellor	Chancellor	Prime Minister
Shire Champ.	Baronial Champ.	Ducal Champ.	Champion

## AGREEMENT/CONTRACT

**This Agreement** is entered into on this day of , 20\_\_ ; between **Amtgard: Kingdom of the Burning Lands, Inc.** and hereinafter referred to as "**Grantee.**" Under specific terms contained herein, Amtgard: Kingdom of the Burning Lands, Inc., a Texas Non-profit Corporation hereinafter referred to as "**Amtgard, Inc.,**" agrees to allow the Grantee use of the name Amtgard and the live action, role-playing game system known as Amtgard. Amtgard, Inc., the originator, founder, and author of this role-playing system, holds all applicable copyrights. Providing that all terms of this Agreement are met, the Grantee shall, in perpetuity, be permitted the use of the Amtgard name and role-playing system and enjoy all the rights and privileges of an Amtgard Group.

### TERMS OF AGREEMENT

#### **The Grantee agrees to:**

1. Operate a non-profit group, with or without governmental recognition. All proceeds gained from dues, sales of publications, special events, etc., must be used for the furtherance of the group. At no time may any monies gained by the group be used for personal profit.
2. Abide; without deletion, addition, or alteration; by the Amtgard Rules of Play and Corpora. While special events may warrant the creation of special rules, regular events must utilize the standard Rulebook.
3. Appoint, through fair and equitable means; whether competition, election, or other method; officers as described in the Corpora for the appropriate group size.
4. Abide by all laws, whether local, state or federal.
5. Maintain a positive relationship with the authorities, with the general public, with other groups and organizations, and with other Amtgard groups.
6. Educate and enrich the membership and the public through demonstration, instruction and creativity.
7. Refrain from reproducing any copyrighted materials without express written permission from the Board of Directors of Amtgard, Inc. (hereinafter referred to as the B.O.D.).
8. Hold Amtgard events on at least a bi-weekly basis. These events may be combative, competitive, or instructional, but must be related to Amtgard. These events must be open for participation to the entire membership of the Grantee's group, members of other Amtgard groups, and non-members interested in joining.
9. Maintain records of attendance, a membership roster, accurate financial records, and records of awards and honors received by members. These records must be available for review by the Board of Directors of Amtgard, Inc. upon request.
10. Treat all members fairly and equally, without regard to sex, race, creed, color, national origin, religion, disability, or age. Such restrictions as must be placed for purposes of safety and reduction of liability must be fair and not discriminatory.

The Grantee may choose to seek status as a non-profit corporation. Upon meeting all governmental requirements, the Grantee may incorporate under the name of Amtgard: Chapter of " ", and elect a board of directors. The Grantee's incorporation has no effect on this agreement, and both parties remain bound under its terms and obligations. Incorporation is relevant to group size and status (note that the criteria listed below do not apply to kingdoms already having signed older versions of this contract):

A. A new group may become a shire upon signing this contract.

B. A group may become a barony after achieving all these criteria:

1. One year of existence after initial contact with the B.O.D.
2. Average attendance of twenty different players per event.
3. Approval of the Monarch of the sponsoring kingdom.

C. A group may become a duchy after achieving all these criteria:

1. Two years of existence after initial contact with the B.O.D.
2. Average attendance of forty different players per event.
3. Approval of the Monarch of the sponsoring kingdom.

D. A group may become a kingdom after achieving all these criteria:

1. Two or more years of existence after contact with the B.O.D.
2. Average attendance of seventy-five different players per event.
3. Approval of the Monarch of the sponsoring kingdom.
4. Achievement of non-profit corporate status.
5. Approval and agreement by the B.O.D. that the grantee has adhered to all terms of this agreement.
6. Kingdoms must allow all smaller groups under them to participate in all Amtgard functions (including elections and running for kingdom offices).
7. Kingdoms may not form within one hundred and fifty miles of another Kingdom's crown lands (defined as the city where the Kingdom's first Monarch held office).
8. Kingdoms have all rights and responsibilities as listed in the corpora (including awarding knighthood, permanent titles of viscount and above, orders above 8th level, etc.).

**Amtgard, Inc. agrees to:**

1. Grant permission for use of the Amtgard name and role-playing system in perpetuity for as long as the Grantee meets the terms of this Agreement.
2. Provide, at no greater than the cost of printing and postage plus 10%, copies of the Rulebook, Corpora, and other copyrighted publications. The Grantee may resell these publications to its members and the general public, at a cost no greater than 10% above the

price paid by the Grantee. These monies are not to be construed as profits, and shall be maintained by both Amtgard, Inc. and the Grantee in a separate ledger account for the acquisition of more publications. Should Amtgard, Inc. be unable to provide needed publications within a reasonable time frame, Amtgard, Inc. will provide written permission to the Grantee for the printing of a specified number of copies.

3. Provide copyright-free forms for copying and use for the maintenance of attendance and other records.

### LIABILITY

**Amtgard, Inc., its officers and members** accept no liability nor responsibility for the actions of, or any injury to, any member or officer of the Grantee's group. Grantee undertakes the formation of an Amtgard group under its own recognizance, and its members participate in the Amtgard role-playing system by choice.

### TERMINATION OF AGREEMENT

**The Grantee** may choose at any time to terminate this Agreement. A letter detailing the reasons for termination must be sent by registered mail to the President of the Board of Directors of Amtgard, Inc. Within thirty days of termination, copies of all records, including a full accounting of the distribution of assets, must be forwarded to the President of the Board of Directors of Amtgard, Inc. If the Grantee has not incorporated, the letter must be signed by the three highest officers of the group. If the Grantee has incorporated, the letter must either be signed by a quorum of board members, or by the President, with an accompanying resolution by the Board. The Board of Directors of Amtgard, Inc. may, at their sole discretion, choose to form a new Agreement with any members of a terminated group who desire to remain active group members. Failure to comply with any term of this Agreement by the Grantee will constitute a material breach of this Agreement, and may result in the termination of this Agreement by Amtgard, Inc. A letter detailing the reasons for termination must be sent by registered mail to the highest officer of an unincorporated group, or the Board President of an incorporated group. Within thirty days of receipt of such letter, copies of all records, including a full accounting of the distribution of assets must be forwarded to the President of the Board of Directors of Amtgard, Inc.

### DISTRIBUTION OF ASSETS

Immediately upon the termination of this agreement, all assets must be eliminated in a fair and legal fashion. Such elimination of assets must be completed within thirty days of termination of this Agreement, at the end of which period a full report must be forwarded to the Board of Directors as previously described. Options for the elimination of assets include:

- 1 ! Use of cash on hand for the sponsorship of a final special event.
- 2 ! Contribution of cash assets and/or capital property to a legally recognized non-profit charitable organization.

- 3 ! Return of dues to members who paid them, return of capital properties to donors, equal redistribution of special event profits to members who purchased tickets to the event, etc. Whatever method used must be in compliance with all applicable laws and reported in detail to Amtgard, Inc. within thirty days of termination.

**RESPONSIBLE PARTIES**

**Signatures recorded below** are for individuals who warrant that they are authorized representatives of the Grantee or Amtgard, Inc. This agreement is binding upon the groups represented by these individuals, and shall remain in effect regardless of changes of officers or group membership.

**Amtgard: Kingdom of the Burning Lands, Inc.**

**Amtgard: Chapter of " \_\_\_\_\_ "**

By: \_\_\_\_\_  
*Signature                      Date*

By: \_\_\_\_\_  
*Signature                      Date*

\_\_\_\_\_  
 Title

\_\_\_\_\_  
 Title

By: \_\_\_\_\_  
*Signature                      Date*

By: \_\_\_\_\_  
*Signature                      Date*

\_\_\_\_\_  
 Title

\_\_\_\_\_  
 Title

**Signed** before me this \_\_\_\_ day of \_\_\_\_\_, 20\_\_

**Signed** before me this \_\_\_\_ day of \_\_\_\_\_, 20\_\_

\_\_\_\_\_

\_\_\_\_\_

Notary Public in and for the country of \_\_\_\_\_

Notary Public in and for the country of \_\_\_\_\_

State of \_\_\_\_\_.

State of \_\_\_\_\_.

My Commission expires \_\_\_\_\_.

My Commission expires \_\_\_\_\_.