

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD,

KINGDOM OF THE CRYSTAL GROVES

Amtgard of Maryland, Inc.

The creation of an up-to-date corpora is not the undertaking of a single individual. While one person may be the editor, it takes many people to bring life, to what a kingdom thinks “This is how we want to be governed”. And it is a bringing to life. A corpora is not a static, write once and that is the law, type document. As times change and our game evolves, the needs of the kingdom changes and the corpora must change and grow.

With that said it is also not just one group that created/grew this corpora. Its beginnings are in the Burning Land Corpora but we have made it our own. Input was solicited from the groups around us and from other kingdoms. You will find little items that may be familiar from other kingdom’s corpora and from things that were talked about at events. “Yes, we were listening”. We also sat down with people who have been in this game we call Amtgard for a long time and asked, what they may have considered silly questions that had been asked before, but we were looking at for the first time. And while we may not have always used their suggestions they were discussed and appreciated.

I would like to recognize the following groups/individuals for their time and understanding in the raising of this somewhat difficult child.

The Burning Lands BoD and specifically Sir Kurse, Sir Raphael and Dame Mezzie; The Kingdom of Goldenvale with Sir Liz, Sir Sanchez, Sir Goliath, and others; The groups of The Bitter Coast with Sir Darva, Sir Haggis, and Sir Belgarin; The Barony of Twin Lakes with Lord Kail, Lady Caladria and Tristan; The Barony of Solstice with Sir Angrist, Baronet Yoshi and Lady Celwyn; The Barony of Eagle Valley with Sir Wolfen, Dame Juliet, and Lord Trelick; Sir Brennon of Emerald Hills and Sir Feral Lynn the Wonderer, The Kingdom of Crystal Groves and the Corpora committee with Sir Vasa, Sir Roland, Baron Marius, Lady Angela, Lady Cira, Lord Gowritch, Master Falquin, and Chaos Nightwalker. To all the others who live this dream we enjoy and may have made a comment in passing that helped this strange creature thrive.

Lord Squire Kemoc Tregarth
Archivist for the Kingdom of Crystal Groves
January 2008

Edited per contract and bylaws 27 Jan, 2008

Copyright- 2008
by Amtgard of Maryland, Kingdom of the Crystal Groves

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Corpora of By-Laws: Abbreviated Table of Contents

1.0 Offices of the Kingdom

- Crown/Elected Officers
- 1.1 Monarch
- 1.2 Royal Consort
- 1.3 Prime Minister
- 1.4 Champion of the Realm
- 1.5 Board of Directors
- Appointed Positions
- 1.6 Scribe
- 1.7 Guild Master of Reeves
- 1.8 Captain of the Monarch's Guard
- 1.9 Class Guild Masters

2.0 Other positions

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

3.0 Amtgard Government

- 3.1 Membership
 - 3.11 General Membership
 - 3.12 Full Membership
 - 3.13 Full Members of Crystal Groves Proper
 - 3.14 Full Members of Sub-group of the Kingdom of Crystal Groves
- 3.2 Althings
- 3.3 Elections and Voting
- 3.4 Removing Group Officers
- 3.5 Local Rules Clarifications
- 3.6 Dues and Policies of the Treasury
- 3.7 Attendance and Class Credit

4.0 Honors and Awards

- 4.1 Knighthood
- 4.2 Masterhood in Orders
- 4.3 Masterhood in the Fighting Classes
- 4.4 Orders
- 4.5 Titles

5.0 Order of Precedence

- 5.1 Royalty
- 5.2 Nobility, Peerage
- 5.3 Other Positions

6.0 Crown Qualifications

- 6.1 Crown Qualifications
- 6.2 Crown Competition
- 6.3 Pro-Tem Appointments

7.0 Other Amtgard groups

- 7.1 Forming up
- 7.2 Signing the contract
- 7.3 Sponsoring Kingdom
- 7.4 Group Criteria
- 7.5 Obligations
- 7.6 Awards/orders
- 7.7 Titles
- 7.8 Officers

Appendix A: Operational Appendixes

- Appendix A1: Malicious acts
- Appendix A2: Glossary of terms
- Appendix A3: Kingdom wide votes for Monarchy and Althings
- Appendix A4: Corporate Organizational Chart

Appendix B: Sub-Group Appendixes

- Appendix B1: Shire level sub-group corpora
- Appendix B2: Barony level sub-group corpora
- Appendix B3: Duchy level sub-group corpora

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

**Corpora of By-Laws: Section 1 -- Officers of the Kingdom
Crown/Elected Officers**

- 1.1 Monarch (King or Queen)** The Monarch is the highest ranking member of the group and is responsible for the day-to-day operations.
- 1.11 Will have an automatic seat at the Althings.
 - 1.111 Will have the power to break ties at the Althings.
 - 1.12 Shall preside over and conduct all ceremonies and functions.
 - 1.13 The Monarch is not required to pay any dues during his/her term.
 - 1.14 May award the following honors:
 - 1.141 Titles of Nobility – granted by patent (discretion of Monarch): Marquis, Viscount, Baronet, Lord (lesser title).
 - 1.142 Titles of Nobility – earned by tenure (for a specific service listed in this Corpora): Grand Duke, Arch Duke, Duke, Count, Baron, Defender and lesser titles.
 - 1.143 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.
 - 1.144 The following orders: Dragon, Flame, Griffon, Hydra, Jovious, Lion, Mask, Owl, Rose, Walker of the Middle, Warrior, Zodiac.
 - 1.145 Titles of Masterhood for the service guilds (by tenure): Garber, Reeve, Smith.
 - 1.146 Titles of Masterhood for the orders (by tenure): Dragon, Lion, Griffon, Owl, Rose, Warrior (Warlord).
 - 1.147 Credits in the following guilds: Garber and Smith.
 - 1.148 Titles of Masterhood (in conjunction with the Prime Minister and class Guild Master) for the fighting guilds.
 - 1.149 Titles of Masterhood for the service guilds (by patent).
 - 1.15 May create new honors, awards, Masterhoods, and titles.
 - 1.16 Is eligible for the following titles after serving with distinction as Monarch once the term is over:
 - 1.161 Duke/Duchess for a single term or Grand Duke for serving two or more terms as Monarch.
 - 1.162 For groups smaller than kingdom see 7.74 for outgoing titles.
 - 1.17 Shall hold an automatic seat on the Board of Directors (B.O.D.) during his/her term.
 - 1.18 A Monarch may initiate the process to remove (strip) a title of honor from a person for proven violations of the corpora and/or rulebook, if the violations would have disqualified the person from earning the title in the first place. The following conditions must be met:
 - 1.181 Agreement of 75% at the vote of an Althing.
 - 1.182 Agreement of the Prime Minister.
 - 1.183 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).
 - 1.184 Agreement of 75% of the local group B.O.D. if the person to be stripped no

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

longer resides in the kingdom.

- 1.19 Titles and honors may never be awarded to the members of another kingdom without that Monarchy's permission.
- 1.1A Monarch's Review† - The Monarch will review the treasury and other documents upon assuming office and at the end of a Prime Minister's term of office.

1.2 Royal Consort (Princess/Prince) The Consort is in charge on the Arts and Sciences aspect of the group and is the primary assistant to the Monarch.

- 1.21 Every Monarch must have a Princess/Prince Consort/Regent.
- 1.22 May award the following orders: Dragon, Lion, Owl, Rose.
- 1.23 The Royal Consort is not required to pay any dues 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 Is eligible for the title of Count/Countess after serving with distinction as Royal Consort once the term is over.
- 1.271 For groups smaller than kingdom see 7.74 for outgoing titles.
- 1.28 Will become pro-tem Monarch† if the Monarch abdicates or is removed from office.

1.3 Prime Minister. The Prime Minister is responsible for all records including member's class points and awards as well as the treasury.

- 1.31 Once every six months during a Monarch's mid-reign an election shall be held. The winner of this election shall become the Prime Minister for six months.
- 1.32 The Prime Minister is not required to pay any dues during his/her term.
- 1.33 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 dues-paid populace.
- 1.37 Is eligible for the title of Baron/Baroness after serving with distinction as Prime Minister once the term is over.
- 1.371 For groups smaller than kingdom see 7.74 for out going titles.
- 1.38 Shall hold an automatic seat on the B.O.D. during his/her term.

1.4 Champion of the Realm The Champion is the defender of the monarchy and is responsible for the battle field safety of the group.

- 1.41 The Champion is not required to pay any dues during his/her term.
- 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 battle games on days when no predetermined

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

scenarios are scheduled.

- 1.45 Is eligible for the title of Defender after serving with distinction as Champion once the term is over.
- 1.451 For groups smaller than kingdom see 7.74 for outgoing titles.
- 1.5 Board of Directors (or B.O.D.)** The Board of Directors is responsible for all interaction with mundane authorities such as city Parks Dept. and any contractual obligations of the group.
 - 1.51 Five to seven group members shall be chosen by open ballot to serve in this capacity. This number does not include the sub-group Monarchs or sub-group representatives of the kingdom.
 - 1.511 All B. O. D. members must be at least 18 years of age.
 - 1.512 An election for the B.O.D. will be held once a year during the first week in January and for individual positions as they may come open during the year.
 - 1.59 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 of Maryland 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 Primary 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 and is one of the two members authorized to sign checks from the Amtgard of Maryland bank account.
 - 1.59 Secondary 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 and is the other member authorized to sign checks from the Amtgard of Maryland bank account.
 - 1.59 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.
 - 1.58 Sub-group Monarchs under the Kingdom of Crystal Groves or a designated representative may attend and have one vote in kingdom B.O.D meetings on issues pertaining to the whole kingdom.
 - 1.59 When a B.O.D. meeting will involve an issue that involves the whole kingdom or that might require the presence of the sub-group representatives, there must be at least two weeks public notice of the agenda items.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Appointed Positions

- 1.6 Scribe** The scribe is responsible for recording the minutes of Althings and other official meetings.
- 1.61 Appointment and dismissal are the Monarch's option.
 - 1.62 Shall work with the Prime Minister to ensure that a Kingdom of Crystal Groves 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 Kingdom of Crystal Groves meetings and Althings.
- 1.7 Guild Master of Reeves** The GMR's job is to ensure the rules are understood and evenly applied to all participants in a battle game and to control the activities of the Reeves Guild.
- 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 guild Master.
 - 1.72 Shall work with the Monarch and Prime Minister to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.
 - 1.73 Shall work with the Champion in checking armor and weapons for safety and legality.
 - 1.74 Must make sure that there are an appropriate number of reeves at any Crystal Groves Proper event, and ensure that the conduct of reeves is competent and fair. If the event is at a sub-group of the Kingdom of Crystal Groves, the kingdom GMR may assist the local GMR in the handling of reeves.
 - 1.75 Will be the Crown's advisor on the rules.
 - 1.76 Will administer the Reeves test every six months at Crown Qualifications.
 - 1.77 May enforce an initial warning, followed by bout forfeit, and then tourney disqualification for particularity troublesome or unsportsmanlike fighters in tournaments and battle games, except in which the GMR is a participant.
 - 1.78 Guild Master of Reeves of sub-groups of the Kingdom of Crystal Groves are encouraged to pass the kingdom GMR Reeves test.
 - 1.79 May appropriate additional reeves as necessary with the consultation of the Champion and Monarch.
- 1.8 Captain of the Monarch's Guard** Is responsible for both mundane and role play security at kingdom events and for the safety of the monarchy during court role play.
- 1.81 Appointment and dismissal are the Monarch's option.
 - 1.82 Shall be in charge of coordination and scheduling of security at all Crystal Groves proper events.
 - 1.83 Shall ensure that the Monarch and Consort are properly escorted during all mundane and role play situations.
 - 1.84 Will share duties with the Champion in terms of carrying out the policies of the Crown.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- 1.9 Class Guild Masters:** The GM's job is to ensure that all the guild members under them know the requirements for their class, conduct meetings to advance the guild and coordinate the activities of the group as a whole where it interacts with the guild.
- 1.91 Each fighting guild, the Circle of Knights, the Circle of Steel, and the Reeves Guild will each vote for their Guild Master at the Crown Qualifications held every six months.
- 1.911 One must have been a guild member, played the class and receiving a credit in the class in last six months to vote or run for Guild Master.
- 1.92 Class guilds include all fighting guilds (warriors, healers, barbarians, etc.).
- 1.93 Guild Masters 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 Guild Masters may be removed from office by a 2/3 vote of all guild members and approval of the Monarch and Prime Minister.
- 1.95 Shall administer class level tests to guild members as required in the current rules of play.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Corpora of By-Laws: Section 2 -- Other Positions

2.1 Colleges of Arts and Sciences

- 2.11 The non-fighting guilds shall have a Guild Master chosen every six months at the Crown feast. The Monarch shall choose the Science Guild Masters, and the Consort shall choose the Arts Guild Masters.
- 2.12 Although the guilds will vary, the following are examples:
 - 2.121 Arts- Art, Garber, Literature, Minstrel, Theatre, Drama.
 - 2.122 Sciences- Heraldry, Sage, Engineer, Gladiator, Smith, Vintner.
- 2.13 Guild Masters are responsible for encouraging the interest, growth, and application of their particular discipline in the group.
- 2.14 Certain Arts and Sciences Guild Masters have additional duties:
 - 2.141 Guild Master of 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 Guild Master of Heraldry- collects and maintains the personal symbols and persona histories of all group members.
 - 2.143 Guild Master of 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 Guild Master of Reeves, to insure that equipment utilized on the battlefield is safe.
 - 2.1433 Inform the Monarch when a person qualifies for advancement in Orders of the Warrior due to tournaments wins or combat under the current awards standards.

2.2 Reeves Guild: A group of members who insure that the participants of a battle game follow the rules of play.

- 2.21 Guild membership in the Reeves Guild requires a passing score of 75% on a reeves test in the last 6 months and having reeved one battle game in the last 6 months.
- 2.22 Under the jurisdiction of the Monarch and the Guild Master of Reeves, the Reeves have the following powers over the battle games:
 - 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.
- 2.23 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

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- rules and corpora.
- 2.235 Shall work with the GMR and Champion to ensure that the current Rules of Play are obeyed by all battle game participants.
- 2.3 Monarch's and Consort's Guard:** Responsible for aiding the Captain of the Monarch's Guard with both mundane and role play security at kingdom events and for the safety of the monarchy.
- 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 Knights:**
- 2.41 The Guild Master of the Circle of Knights will be elected from the knights of the kingdom and sub-groups.
- 2.42 Guild Masters for the four classes of knights may be elected at the discretion of the Circle of Knights.
- 2.43 The Guild Master of Knights shall conduct votes of the knights of the kingdom to determine whether candidates for knighthood have the support of the Circle of Knights.
- 2.5 Circle of Steel:** develops and plans company battles and other activities involving the fighting companies of the kingdom.
- 2.51 The Guild Master for the Circle of Steel will be elected from the captains of the kingdom's fighting companies.
- 2.52 Shall be composed of the captains of all companies with three or more participating members.
- 2.53 Shall organize and orchestrate company-related activities within the group.
- 2.6 Consort's Defender**
- 2.61 Shall be chosen by the Monarch's Consort.
- 2.62 Will escort and serve the Consort in much the same way the Champion augments the Monarch.
- 2.7 Court Bard**
- 2.71 Appointment and dismissal are the Monarch's option.
- 2.72 Responsible for organization and performance of the arts at official Kingdom of Crystal Groves functions.
- 2.8 Court Jester**
- 2.81 Appointment and dismissal are the Monarch's option.
- 2.82 Responsible for humor and levity at official Kingdom of Crystal functions.
- 2.83 May double as the herald for all announcements of the Crown.
- 2.9 Archivist**
- 2.91 Must be at least 18 years of age and have access to a computer and email, phone, and shall have space to store copies of kingdom Records.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- 2.92 Once appointed by the Monarch, Prime Minister and Royal Consort, the Archivist shall serve until the archivist resigns, miss more than 12 weeks in a six month period, or is removed from office.
- 2.93 Shall have no authority in the government at any time, and shall not be entitled to spend any kingdom funds without monarchy approval.
- 2.94 Shall keep the history of the Kingdom in general. This history is to consist of copies of any and all newsletters published by the Kingdom, financial reports, calendars of events held, pictures taken at events, any writings of the populace, and anything else submitted relating to the Kingdom and its history or activities.
- 2.95 Shall be responsible for maintaining a complete set of backup records for every member of the Kingdom. This is to include setting up and maintaining a notebook which contains a waiver and listing of persona name(s), credits, awards, and contact information for each member.
- 2.96 Shall also be responsible for maintaining a current copy of the Amtgard Rulebook, the Dor Un Avatar (monster manual), and the Corpora of the Kingdom and any similar governing documents.
- 2.97 Shall be responsible for maintaining records of all tourneys held at the Kingdom Level both fighting and Arts & Sciences. Tourney information should include a complete listing of contestants, events entered, description of entries (A&S only), scores, and a statement of how the standings were determined.
- 2.98 Every member of the Kingdom shall have access to inspect any and all of the items in the Archives for any reasonable purpose by making an appointment with the Archivist. The Archivist shall make copies of any documents upon request, at the member's expense.
- 2.99 All members of the populace are encouraged to send originals or copies of original items of historical interest to the Archivist for permanent retention in the Kingdom Archives.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Corpora of By-Laws: Section 3 -- Amtgard Government

3.1 Membership

3.11 General membership for members of the kingdom of Crystal Groves and its accepted sub-groups.

3.111 General membership is described in the current Rules of Play as:

- 1) Obtaining a copy of this rulebook and reading it.
- 2) Developing a persona and a persona history.
- 3) Making a costume for yourself that is fitting to your persona.
- 4) Filling out a membership form and waiver and turning them in to the Prime Minister. Minors must have their waivers signed by their parents or legal guardians. Minors under the age of 14 may not participate in combat without special permission from the Monarch.

3.112 General membership voting eligibility comprises of the above and requires the member must have been a member of the group they are voting in for the six months prior to the vote as shown by a signed waiver and a sign in of at least once per month for the previous 6 months.

3.113 Vote eligible general members with the Crystal Groves proper or an accepted sub-group of the kingdom have a voice and a vote in Althing discussions within their local groups.

3.114 Vote eligible general members of sub-groups of the kingdom of Crystal Groves have a similar voice and vote in items at Kingdom Althing that effect the kingdom but not on items that effect just Crystal Groves proper or other sub-groups.

3.12 Full Membership

3.121 Full Membership voting eligibility is comprised of four parts: General Membership, Dues paid, group residency, and age requirement.

3.122 Dues Paid to vote requires the member to be dues paid as of:

3.1221 The Declarations day of Crown Quails or Prime Minister elections.

3.1222 The date of an Althing vote.

3.123 Group Residency requires the member must have been a member of the group they are voting in for the six months prior to the vote as shown by a signed waiver and a sign in of at least once per month for the previous 6 months.

3.124 The member must be at least 14 years old to vote.

3.125 Exceptions may be made at the following events by:

3.1251 Crown Qualifications exceptions are made by the Crown Sponsor and the Prime Minister.

3.1252 Prime Minister elections exceptions are made by the Monarch and Guild Master of Reeves.

3.1253 Althing eligibility exceptions are made by the Monarch and the Prime Minister

3.126 Any exceptions made must be publicly announced before the election and may be overturned by an Althing.

3.13 Full Members of Crystal Groves Proper

3.131 Full members have all the advantages of general members plus the following items:

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- a. Run for kingdom monarchy positions.
- b. Vote for kingdom level monarchy positions.
- c. Run for kingdom Board of Directors positions.
- d. Vote for kingdom level Board of Directors.
- e. Vote for the removal of the above.
- f. Receive 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.

3.14 Full Members of sub-groups of the Kingdom of Crystal Groves

3.141 Full members have all the advantages of general members plus the following items:

- a. Run for local sub-group monarchy positions.
- b. Vote for local sub-group monarchy positions.
- c. Run for local Board of Directors positions.
- d. Vote for local Board of Director positions.
- e. Vote for kingdom level monarchy positions.
- f. Vote for kingdom level Board of Directors.
- g. Vote for the removal of the above.
- h. Receive 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.

3.142 Sub-groups may set their own standards for local elections, however all Kingdom level votes shall always follow the requirements and standards of the Kingdom corpora superseding local standards.

3.15 Guild Membership

3.151 Guild membership in the standard class guilds is defined as playing the class and receiving a credit in the class once in the last six months.

3.2 Althings

3.21 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).

3.22 Anyone may attend and general members have a vote in all Althing discussions.

3.23 The Althing may do the following things:

3.231 Discuss and enact rule clarifications.

3.232 Discuss and vote on major expenditures of the group treasury.

3.233 Discuss the future of the Kingdom and its priorities.

3.234 Discuss future rules changes to go before the Circle of Monarchs.

3.235 Vote on revising and updating the Corpora.

3.24 Althing rules of order may be set down by the Crown. The Champion is responsible for enforcement.

3.25 Sub-group Monarchs of the Kingdom of Crystal Groves or their designated

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- representative may add agenda items to the kingdom Althing meetings.
- 3.26 If a formal vote is required for a local or kingdom wide Althing, the Prime Minister shall conduct the voting and create ballots as needed.
- 3.27 When an Althing will involve an issue that involves the whole kingdom or sub-groups of the kingdom, there must be at least two weeks public notice of the agenda items.
- 3.3 Elections and Voting**
- 3.31 Elections are defined as the creation, control and counting of ballots for a voted officer position by group members or an Althing decision.
- 3.311 Balloting may be on paper or by simple voice/hand raised vote.
- 3.32 Shall be held by the Prime Minister.
- 3.321 Exception- the Prime Minister election will be held by the Guild Master of Reeves.
- 3.33 The wining of any election or vote requires a simple plurality vote (more votes than the next highest vote getter) of eligible members present.
- 3.34 The Monarch shall break any tie votes in an election or vote, if the tied election is for the position of Monarch, the Prime Minister shall break the tie.
- 3.35 A person may only be an active member of one group in any six month period. This allows voting in local and kingdom elections but not in elections of other sub-groups/kingdoms.
- 3.36 Dues paid members of sub-groups under the kingdom of Crystal Groves have one vote each in kingdom monarchy position elections.
- 3.37 Ballots may be taken in several manners:
- 3.371 Actually being at your home park to cast your ballot
- 3.372 If it is a kingdom wide ballot, your ballot can be cast at kingdom proper, if you do not turn in a ballot at your home park.
- 3.373 If you cannot be physically present to vote you may turn in absentee ballot to your Prime Minister or Chancellor via email or phone prior to the close of elections, as determined by the Prime Minister.
- 3.4 Removing Group Officers**
- 3.41 Removal of Monarchy and group officials.
- 3.411 Removal of monarchy and officials from office can be initiated for the following reasons:
- a. Missing more than 4 weeks in a row.
- b. Missing more than 6 weeks total. (This means a total absence from any Amtgard activity, visiting other Amtgard groups/events is still a valid attendance).
- c. Misconduct or unlawful actions while in office. (Note this is mundane misconduct or unlawful action, not RP misconduct or unlawful action).
- 3.412 Removal of non-monarchy officials is by the same group that places them in office and may also be initiated by the Monarch.
- 3.42 Removal procedures:
- 3.421 Can be initiated by a petition signed by at least 20% of the voting members of the group.
- 3.422 Requires a 2/3 vote of all that group's members for removal. E.g. the Royal

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Consort is voted by the populace but the GMR is voted by the reeves guild.

- 3.423 May be vetoed by joint agreement of the Monarch and Prime Minister if neither are the subject of the removal.

3.5 Local Rules Clarifications

- 3.51 Any temporary clarification agreed upon by the Monarch and Prime Minister is binding until the next Althing (a duration of one to seven weeks), when the populace will vote on a final clarification.
- 3.52 Temporary rulings may be published in the newsletter.
- 3.53 Final rulings will be added to an addenda sheet for local group use only.
- 3.54 Only the Althing, or the Monarch and Prime Minister, can implement a local rules clarification.
- 3.55 Rule changes may only be implemented by the Circle of Monarchs and as outlined in the current Amtgard Rules of Play.

3.6 Dues and Policies of the Treasury

- 3.61 Dues are \$6 for six months. Though not required of Amtgard members, certain rights, responsibilities, and opportunities may only be applicable to active dues paying members. People should read this corpora very carefully to ascertain the advantages of dues paid membership.
- 3.62 The minimum dues payable is \$6.00, however a greater amount may be paid for a longer period, on a dollar per month basis.
- 3.63 Receipts will be given if requested.
- 3.64 The Prime Minister shall serve in the capacity of group treasurer.
- 3.65 The Monarch or Prime Minister may each spend 10% or \$100.00 of the treasury, whichever is less, every month in order to run the group. The Althing must vote on any larger expenditures of the treasury. All expenditures must be verified with the treasury/Prime Minister with receipts of purchase and/or returning of unused funds.
- 3.66 General Members are non-dues paying members. They have access to all weekly practices and special event activities in Kingdom of Crystal Groves and its sub-groups. Some events require an access fee to cover rent of the location or other expenses, this fee does not confer Dues Paid status nor is it prohibited under the “No Pay For Play” idea of Amtgard.

3.7 Attendance and Class Credit

- 3.71 Attendance is defined as signing-in at a recognized Amtgard groups: weekly practice, fighter practice or special event.
- 3.711 It is the responsibility of the member to inform their home groups Chancellor or Prime Minister of attendance at a different group. Then the Chancellor or Prime Minister will communicate with that groups officers to obtain confirmation of the sign in and class played for credit.
- 3.712 When the kingdom or a sub-group holds a special event it is the responsibility of that groups officers to publish the sign-ins so the other groups members may get credit.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- 3.72 Class credit can be obtained by attending and participating in the event while in appropriate garb as defined in the Rules of Play.
- 3.73 The maximum number of credit granted per month follows the following rules.
- 3.731 The base number of credits per month is the number of weekends in the calendar month. This may be 4 or 5 depending on the month and if the park meets on Saturday or Sunday.
- 3.732 An additional 2 credits per month may be earned by attending other parks and gaining a travel credit when traveling to other park's weekly practice or special events.
- 3.733 Additional credits may be earned for attending special (multi-day) events with one credit being earned for each day of the event plus a travel credit.
- 3.734 Whether additional credit is earned by travel or special events, eight is the maximum number of credits per month earnable without special permission of the monarch.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Corpora of By-Laws: Section 4 -- Honors and Awards

4.0 Knighthood:

- 4.1 The Monarch of the Kingdom of Crystal Groves may knight any member of the Kingdom of Crystal Groves into any of the four orders.
- 4.11 For knighthoods that are on the ladder system see the current Rules of Play. Knighthoods must comply with the current Rules of Play. The four orders of knighthood are;
- 4.111 Knight of the Crown: A player may become eligible for Knight of the Crown after serving with excellence, and completing, four terms in any of the following offices, in any combination, at kingdom level: Monarch, Regent, Prime Minister, or Champion. A player may become eligible for Knight of the Crown after serving with excellence, and completing, six terms in any of the following offices, in any combination, at duchy level or higher: Monarch, Regent, Prime Minister, or Champion.
Note: The position of Kingdom Monarch counts as two offices. The position of Champion can only be counted once toward these qualifications.
- 4.112 Knight of the Flame: A player may be eligible for Knight of the Flame after obtaining Masterhood in Rose, Smith, or Lion.
- 4.113 Knight of the Serpent: A player may be eligible for Knight of the Serpent after obtaining Masterhood in Owl, Dragon, or Garber.
- 4.114 Knight of the Sword: A player may be eligible for Knight of the Sword after obtaining Masterhood of the Order of the Warrior, known as a Warlord.
- 4.12 All candidates for Knighthood should achieve the criteria listed in the current Rules of Play prior to consideration for knighthood.

4.2 Masterhood in Orders:

- 4.21 Ladder Masterhoods: For Masterhoods that are on the Ladder Masterhoods leading to knighthood, see the current Rules of Play. Awarding of these Masterhoods must comply with the current Rules of Play. All Masterhoods in this section are awarded by the Kingdom Monarch. The Ladder Masterhoods are:
- 4.211 Master Dragon: A player may be eligible for receipt of the title of Master Dragon upon earning their tenth Order of the Dragon.
- 4.212 Master Garber: A player may be eligible for receipt of the title of Master Garber upon earning their tenth Order of the Garber.
- 4.213 Master Lion: A player may be eligible for receipt of the title of Master Lion upon earning their tenth Order of the Lion.
- 4.214 Master Owl: A player may be eligible for receipt of the title of Master Owl upon earning their tenth Order of the Owl.
- 4.215 Master Rose: A player may be eligible for receipt of the title of Master Rose upon earning their tenth Order of the Rose.
- 4.226 Master Smith: A player may be eligible for receipt of the title of Master Smith upon earning their tenth Order of the Smith.
- 4.227 Master Order of the Warrior (Warlord).
- 4.22 Non-Ladder Masterhoods: Awarded by the Monarch for achieving the criteria set

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

forth outside of the Ladder awards system as laid out in the Rules of Play.

- 4.221 Denotes excellence in contributions to the group in the area listed (see explanations of the orders themselves).
- 4.222 Specific types of Masterhood:
- 4.223 Master Hydra: A player may be eligible for receipt of the title of Master Hydra upon earning their tenth Order of the Hydra.

4.3 Masterhoods in the Fighting Guilds

- 4.31 Class Masterhood is awarded to someone exemplifying the class, thorough knowledge of the class rules and concept, good role-play, and possession of quality garb and equipment for the class.
- 4.32 Awarded by the Monarch with the consent of the Prime Minister and Guildmaster of the involved class.
- 4.33 Masters are entitled to wear on their garb a slash or stripe of that Guild's color as denoted in the accompanying table.

Belt favor colors for the Fighting Classes:

Fighting Class	Belt Favor Colors
Anti-Paladin	Purple/Black
Archers	White
Assassins	Black
Barbarians	Orange
Bards	Blue
Druids	Brown
Healers	Red
Monks	Gray
Monsters	
Paladins	Purple/White
Scouts	Green
Warrior	Silver
Wizard	Yellow

4.4 Orders:

- 4.41 Ladder Orders/Awards: For Orders/Awards that are on the ladder awards leading to knighthood, see the current Rules of Play. Awarding of these Orders/Awards must comply with the current Rules of Play.
- 4.411 All orders can be awarded by the Monarch. The Regent may also award the following Orders: Dragon, Lion, Owl, and Rose.
- 4.42 The Ladder Orders/Awards are:
 - 4.421 Dragon: Awarded for demonstrating ability in the arts of Amtgard. Performance, painting, sculpting, photography, cooking, banners, artistically focused garb, writing, acting, role-playing, etc. A first level Order of the Dragon might be awarded for doing a good reading of a non-original poetry piece. A tenth level Order of the Dragon might be awarded for writing and directing an excellent play for entertainment at a large event.
 - 4.422 Garber: Awarded for the creation of garb: Tunics, tabards, pants, cloaks, gloves, sashes, pouches, handbags, etc. A first level Order of the Garber might be

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- awarded for creating a simple, well-constructed pouch. A tenth level Order of the Garber might be awarded for making themed, elaborate and intricate court garb for a group of people.
- 4.423 Lion: Awarded for going above and beyond the call of duty in the execution of an office, or for leadership outside of office while performing a service to Amtgard. A first level Order of the Lion might be awarded for organizing Fighter practices on off-Amtgard days. A tenth Order of the Lion might be awarded for running a series of demonstrations that increase attendance and ingratiate the club with the local community.
- 4.424 Owl: Awarded for demonstrating ability in the construction sciences of Amtgard. Weapon construction, armor construction, furniture, shoes, belts, etc. A first level Order of the Owl could be awarded for constructing your first legal and functional sword. A tenth level Order of the Owl might be creating a full suit of decorated and articulated armor, or introducing critical new technologies and construction advancements that affect the group as a whole.
- 4.425 Rose: Awarded for service to the club not necessarily related to an elected office. A first level Order of the Rose indicates a very minor service to the club such as picking up trash, while a tenth level Order of the Rose could be comparable to providing consistent, long-term service to the club.
- 4.426 Smith: Awarded for organizing and running battle games, quests, workshops, demonstrations, and the like while not in office, or for running such events above and beyond the requirements of one's office. A first level Order of the Smith might be awarded for running a good battlegame at park level. A tenth level Order of the Smith might be awarded for running a series of fun, immersive, and well-scripted battlegames or quests providing direction for an entire reign.
- 4.427 Warrior: Awarded for fighting prowess. Orders of the Warrior follow a regimented pattern for distribution.
1. A 1st Order is granted for winning three consecutive matches in any tournament or for battlefield prowess and is represented by a Snake on a green favor.
 2. A 2nd Order is granted for winning five consecutive matches in any tournament or for battlefield prowess and is represented by a Boar on a blue favor.
 3. A 3rd Order is granted for winning seven consecutive matches in any tournament or for battlefield prowess and is represented by a Mongoose on a red favor.
 4. A 4th level is granted for winning nine consecutive matches in any tournament or for battlefield prowess and is represented by a Bear on a brown favor.
 5. A 5th level is granted for winning eleven consecutive matches in any tournament, or for taking at least 3rd overall in a kingdom-level tournament and is represented by a Hawk on a rust-colored favor.
 6. A 6th level is granted for winning thirteen consecutive matches in any tournament, or for placing at least 2nd overall in a kingdom-level tournament and is represented by a Wolf on a gray favor.
 7. A 7th level is granted for winning fifteen consecutive matches in any

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- tournament or placing 1st over all in a major kingdom-level tournament and is represented by a Tiger on an orange favor.
8. An 8th level is granted for winning seventeen consecutive matches in any tournament or for winning a second major kingdom-level tournament and is represented by a Panther on a black favor.
 9. A 9th is granted for winning nineteen consecutive matches in any tournament or for winning a third major kingdom-level tournament and is represented by a Dragon on a purple favor.
 10. A 10th is granted for winning twenty-one consecutive matches in a kingdom level tournament or a fourth, first place win in a major kingdom-level tournament and is represented by a gold Phoenix on a red favor with a yellow border.

Note: Major kingdom-level tournament is defined as Weaponmaster, Warmaster, Olympiad, and/or an inter-kingdom event tournament. The level of competition and number of entrants in all tournaments must be considered before handing out Orders of the Warrior above seven. The difficulty of the tournament must warrant the level of order awarded.

Note: The title of Defender (awarded for serving with excellence in the office of Kingdom Champion), which may be earned only once, confers a single kingdom level tournament win upon the title's recipient.

- 4.43 Non-Ladder Orders and Awards: Awards and Orders earned that do not lead to a Ladder Masterhood or Knighthood.
 - 4.431 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
 - 4.432 Order of the Griffon (Gryphon)
Given by: the Monarch
Given for: courage, chivalry, and honor on the battlefield
Limitations: none
 - 4.433 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
 - 4.434 Order of the Jovious
Given by: the Monarch
Given for: outstanding attitude
Limitations: only one may be given in each Monarch's reign
 - 4.435 Order of the Mask (Masque)
Given by: the Monarch
Given for: outstanding portrayal of persona

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- Limitations: only one may be given in each Monarch's reign
- 4.436 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 and only one may be given each reign.
- 4.437 Order of the Zodiac
Given by: the Monarch
Given for: outstanding contributions in any one month
Limitations: only one may be given each month
- 4.44 Note: Awarding orders 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.).
- 4.5 Titles of Nobility and Lesser Titles of Honor (awarded by the Monarch):**
- 4.51 Title: Grand Duke
Equivalents: none
Suggested criteria: serve the kingdom two terms as Monarch
- 4.52 Title: Arch Duke
Equivalents: none
Suggested criteria: one term each as a kingdom and Duchy (or Kingdom pro-tem) Monarch.
- 4.53 Title: Duke/Duchess
Equivalents: Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda, Chiangchun
Suggested criteria: serve the kingdom six months as Monarch
- 4.54 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
- 4.55 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
- 4.56 Title: Viscount/Viscountess
Equivalents: Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha
Suggested criteria: have held both the following positions of a kingdom- Champion, Weaponmaster
- 4.57 Title: Baron/Baroness
Equivalents: Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone
Suggested criteria: serve the kingdom six months as Prime Minister
- 4.58 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

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- 4.59 Title: Lord/Lady (lesser title)
Equivalents: Halfweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sherif, U Sayid, Agah, Rabban, Chieftain
Suggested criteria: Serving in an office of a sub-group as a Sheriff (Shire), Consort (Barony) or Chancellor (Duchy) or at the Monarch's discretion (service to Amtgard)
- 4.5A Title: Master (Lesser title)
Suggested Criteria: Serving in an office of a sub-group as a Consort (Shire), Chancellor (Barony) or Champion (Duchy).
- 4.5B Title: Esquire (Lesser title)
Suggested Criteria: Serving in an office of a sub-group as a Chancellor (Shire) or Champion (Barony)

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Corpora of By-Laws: Section 5 -- Order of Precedence

5.1 Royalty

- a. Monarch (King/Queen)
- b. Prime Minister
- c. Royal Consort
- d. Kingdom Champion

5.2 Nobility and Peerage

- e. Grand Duke
- f. Arch Duke
- g. Court Champion
- h. Duke
- i. Count
- j. Marquis
- k. Viscount
- l. Champion
- m. Baron
- n. Knighthood
- o. Baronet
- p. Warlord
- q. Lord/Lady

5.3 Other Positions

- r. The title of Master
- s. Esquire
- t. Guild Master of Reeves
- u. Captain of the Guard
- v. Scribe, Court Herald, and Jester
- w. Weaponmaster
- x. Warmaster, Dragonmaster
- y. All other Guild Masters
- z. All other court positions
- aa. Royal guardsmen
- ab. Masters of service orders
- ac. Masters of guilds
- ad. Company/House heads
- ae. Squire
- af. Reeves guild member
- ag. Company/House officers
- ah. Man at Arms
- ai. Page

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Corpora of By-Laws: Section 6 – Crown Qualifications

6.1 Crown 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 to coordinate the running of Crown Qualls.
- 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 The group may set other criteria for Crown contestants.
- 6.16 Multiple entries are allowed in a contest, but a single entry may not be entered in more than one category.
- 6.17 The following orders will be awarded for outstanding entries: Dragon, Rose, Owl, Warrior as outlined in the current Rules of Play.
- 6.18 An order of the Hydra can be earned by either:
 - 6.181 Declaring and fully qualifying for a monarchy position(Monarch, Consort, and Champion).
 - 6.182 Entering and qualifying in all the Crown Competition as per monarch.
- 6.19 Typical cultural skill contests include (but are not limited to): flat art, 3-D art, heraldry test, singing, instrumental music, best tasting cooking, factual writing, composition, weapon and shield construction, passive construction, active construction, best looking garb, best fighting garb, strategic gaming, vintners, poetry, etc.
 - 6.1A In order to qualify for Crown Qualifications the minimum Arts & Sciences are:
 - 6.1A1 Monarch: Five A&S entries with a maximum of two entries in any one category.
 - 6.1A2 Consort: Five A&S entries with a maximum of two entries in any one category.
 - 6.1A3 Champion: Five A&S entries with a maximum of two entries in any one category. The Champion candidate is also required to have one submission in three of the following categories: Weapon Construction, Shield Construction, Armor Construction, Smith Entry (This is creating a battle game or quest and running it during Crown Qualifications).
 - 6.1A4 A minimum score of 3.0 on a scale of 5 is required for an A&S entry.
- 6.1B More specific rules for these qualifications shall be put out by the sponsor of each sub-event at least six weeks prior to the date set for Crown Qualifications.
- 6.1C Qualifications for monarchy positions.
 - 6.1C1 All monarchy positions (Monarch, Royal Consort, Champion, and Prime Minister) must meet the following requirements.
 - 6.1C2 Must be a minimum of 18 years of age.
 - 6.1C3 Must be dues paid per 3.12 regardless of how they obtain the monarchy position (election, tournament, or appointment). Members appointed on a Pro-Tem basis must become dues paid prior to assuming office.
 - 6.1C4 Pass the Reeves test and a Corpora test with a minimum score of 75%

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- 6.1C5 Can not have served in the same monarchy position for more than two consecutive terms without leaving that specific office for a term.
- 6.1C6 No person may hold any of the following two positions at the same time- Monarch, Royal Consort, Champion, or Prime Minister.

6.2 Crown Competition

These events occur twice a year during the period of Crown Qualifications and Monarchy selection:

- 6.21 Event: Crown Qualifications/Month of Crown
Date: begins two weeks prior to the Crown Election and continues through coronation
Sponsor: highest uninvolved group officer (excluding the Prime Minister)
- 6.211 Event: First Round Reeves Test and Corpora Test
Date: Two weeks prior to Crown Elections
Sponsor: Guild Master of Reeves
- 6.212 Event: Final Crown Declarations
Date: Two weeks prior to Crown Elections
Sponsor: Prime Minister
- 6.213 Event: Question and Answer session for the candidates for the position of Champion.
Date: Two weeks prior to Crown Elections
Sponsor: Crown Sponsor
- 6.214 Event: Vote of confidence for the position of Champion, if needed.
Date: Two Weeks prior to Crown Elections
Sponsor: Prime Minister
- 6.215 Event: Guild Master elections
Date: two weeks prior to and thru Crown Coronation
Sponsor: Prime Minister
- 6.221 Event: Second Round Reeves Test and Corpora Test
Date: One week prior to Crown Elections
Sponsor: Guild Master of Reeves
- 6.222 Event: Question and Answer session for the candidates for the position of Royal Consort
Date: One week prior to Crown Elections
Sponsor: Crown Sponsor
- 6.223 Event: Vote of confidence for the position of Royal Consort, if needed.
Date: Two Weeks prior to Crown Elections
Sponsor: Prime Minister
- 6.224 Event: Crown Arts and Sciences Competition
The winner of the Crown Qualifications cultural Events becomes the groups Arts and Sciences Champion for the next 6 months.
Date: One week prior to Crown Elections
Sponsor: Out going Royal Consort or as appointed by Crown Sponsor if the Royal Consort is running for a monarchy position

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- 6.225 Event: Crown tournament
A. The Kingdom Champion is the highest scoring candidate for Champion in the Crown Tournament.
B. The Warmaster is the highest scoring contestant that is a member of the Kingdom of Crystal Groves .
Date: One week prior to Crown Elections
Sponsor: As appointed by the Crown Sponsor plus the Guild Master of Reeves.
- 6.231 Event: Question and Answer session for the candidates for the position of Monarch
Date: Week of Crown Elections
Sponsor: Crown Sponsor
- 6.232 Event: Crown Elections
Date: Week of Crown Elections
Sponsor: Prime Minister
- 6.24 Event: Crown Coronation Feast
Date: one or two weeks after the Crown Elections
Sponsor: Outgoing Royal Consort
- 6.25 Event: Weaponmaster tournament
Date: one or two weeks after the Crown Elections
Sponsor: Reeves guild
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.

6.3 Pro-Tem Appointments

- 6.31 If all of the candidates for a monarchy position do not qualify for the position during Crown Quals for some reason, the position will be filled on a Pro-Tem basis. Also if any of the monarchy is unable to complete their term of office, a Pro-Tem appointment will be used to fill any vacancies.
- 6.32 If during the Crown Quals the following procedures will be used.
- 6.321 All the members who originally declared for the position will be put forward to a vote to fill the position on a Pro-Tem basis. If only one person is put forward there will be a vote of confidence.
- 6.323 The vote will be taken from the voting eligible members present and will be taken on Crown Election Day of the Crown Quals.
- 6.324 A member filling in a position on a Pro-Tem basis is not eligible for the titles for that position
- 6.33 If during their reign, a member of the monarchy can not complete their term of office, a Pro-Tem appointment will be used to fill any vacancies.
- 6.331 If the position being vacated is the Monarch, then the Regent will advance to the position of Monarch and the new Monarch will propose one or more members to fill the position on a Pro-Tem basis.
- 6.332 If the position being vacated is Regent, Champion, or Prime Minister, the monarch will propose one or more members to fill the position on a Pro-Tem basis.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

- 6.333 A vote will be held to choose the member to serve on a Pro-Tem basis. If only one person is put forward there will be a vote of confidence.
- 6.323 The vote will be taken at an Althing from the voting eligible members present and will be taken two weeks after the announcement of who will fill the Pro-Tem position.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Corpora of By-Laws: Section 7 -- Other Amtgard Groups

7.1 Forming Up

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 and the name of the central (Burning Lands) Board of Directors. Also, they may not use the name of an already established group within Amtgard.

7.2 Signing the Contract

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

7.3 Sponsoring Kingdom

New groups must have a sponsoring kingdom.

7.4 Group Criteria

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, and Kingdom via the following criteria:

7.41 Shire

- 7.411 A signed contract with Amtgard Inc.
- 7.412 A signed Terms and Conditions Agreement with the Kingdom of Crystal Groves.
- 7.413 A statement as to which corpora the sub-group wishes to follow: Crystal Groves or Burning Lands.
- 7.414 Operate its finances to comply with state and federal Not-For-Profit organization requirements.

7.42 Barony

- 7.421 A minimum one year under contract with Burning Lands as an Amtgard chapter as a shire.
- 7.422 An average of 20 unique sign-ins per month for the 6 months prior to advancement to Barony.
- 7.423 Approval of the Monarch of the Kingdom of Crystal Groves.
- 7.424 Operate its finances to comply with state and federal Not-For-Profit organization requirements.

7.43 Duchy

- 7.431 A minimum two years under contract with Burning Lands as an Amtgard chapter as a Barony.
- 7.432 An average of 40 unique sign-ins per month for the 12 months prior to advancement to Duchy.
- 7.433 Approval of the Monarch of the Kingdom of Crystal Groves.
- 7.434 Operate its finances to comply with state and federal Not-For-Profit organization requirements.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

7.44 Kingdom

- 7.441 A minimum two years under contract with Burning Lands as an Amtgard chapter as a Duchy.
- 7.442 An average of 75 unique sign-ins per month for the 12 months prior to advancement to Kingdom.
- 7.443 Approval of the Monarch of the kingdom of Crystal Groves.
- 7.444 Achievement of state incorporation and federal registered Not-For-Profit status.
- 7.445 Approval and agreement by the BL-BoD that the sub-group has adhered to all terms of this corpora.
- 7.446 A majority vote of the Monarchs of all currently existing kingdoms.
- 7.447 Kingdoms must allow all smaller groups under them to participate in all Amtgard functions, including elections and running for kingdom offices as set out in this corpora.
- 7.448 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.
- 7.449 Kingdoms have all the rights and responsibilities as listed in this corpora, including awarding knighthoods, orders and awards above 8th level, as well as Masterhoods and Knighthoods as laid out in the current Rules of Play.

7.5 Obligations

All new groups are bound by the current Amtgard Rules of Play(The Handbook), this corpora, the contract with Burning Lands and, if applicable, the Terms and Conditions Agreement.

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 sub-groups members 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. Suggested criteria for titles awarded to former (stepping down) officers of groups, awarded if served with distinction in office (Awarded by the sponsoring Kingdom's Monarch):

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Shire	Barony	Duchy	Kingdom	Position
Lord	Baronet	Baron	Duke	Monarch
Master	Lord	Baronet	Count	Consort
Esquire	Master	Lord	Baron	Prime Minister
Esquire	Esquire	Master	Defender	Champion

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

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

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Corpora of By laws-Appendix List

Appendix A: Operational Appendixes

Appendix A1: Malicious acts by participants at Crystal Groves events

Appendix A2: Glossary of terms

Appendix A3: Kingdom wide votes for Monarchy and Althings

Appendix A4: Corporate Organizational Chart

Appendix B: Sub-group appendixes

Appendix B1: Shire level sub-group corpora

Appendix B2: Barony level sub-group corpora

Appendix B3: Duchy level sub-group corpora

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Appendix A: Malicious acts by participants at a Kingdom of Crystal Groves events†

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

- Assault with a deadly weapon
- Possession or trafficking of narcotics,
- Serving alcohol to a minor,
- Or any other mundanely felony-equivalent offense,

on the premises of any Kingdom of Crystal Groves event†, the individual shall be, at the discretion of the local monarchy†, the offenders home group monarchy†, and the offended person:

- Banned from all Kingdom of Crystal Groves events†, tourneys and quest participation for a minimum duration of 1 (one) year, to permanently
- Immediately requested to leave the site of the Event
- 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,
- Petty theft,
- Willful destruction of property,
- or any other mundanely misdemeanor-equivalent offense,

on the premises on any Kingdom of Crystal Groves event†, the individual shall be, at the discretion of the local monarchy†, the offenders home monarchy†, and the offended person:

- Banned from all Kingdom of Crystal Groves events, tourney and quest participation for a period of 2 (two) to 6 (six) months
- Subject to an immediate call to the mundane law enforcement officials (police or sheriff).

Any person banned from Amtgard by the Kingdom of Crystal Groves may petition to be reinstated. A Petition signed by at least 20% of the active populace, of the group that imposed the ban, will be enough to have a vote called by the group that initiated the initial ban IE: If the member was banned by his/her local monarchy† then only the local monarchy is involved in the return of the banned member. A majority of at least two-thirds is necessary for reinstatement.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Appendix B: Glossary of terms

Kingdom of Crystal Groves Event (Ap:A1): Any event where the kingdom level monarch presides. IE: Feast of Fools/Dead, weekly practice at CG proper.

Sub-group Event: Any event where the monarch of a sub-group presides. IE: Solstice Shenanigans, Eagle Valley's weekly practice.

Weekly practice: The meeting the kingdom proper or of a sponsored sub-group in which battle games, fighter practice and/or Althings are held.

Monarch's Review (1.1A): The monarch will review the treasury report, class credits earned, and award status of Crystal Groves proper. The results will be announced at the next Althing to include all expenditures of the treasury since the last Monarch's Review.

Monarchy: The four highest ranking members of a kingdom or sub-group. See Sec: 7.8

Local Monarchy (Ap:A1): The monarchy in charge of a group or event.

Home Monarchy (Ap:A1): The monarchy of a member's home group.

Pro-tem: Someone who sits in a position "for the time being", or a designated replacement to finish the term of an officer who was removed or stepped down, usually sitting in for a superior.

Corpora of Bylaws: Rules governing the internal management of an Amtgard kingdom or sub-group.

Tenure: holding an office or position for a stated period of time.

Granted by Patent: Given at the discretion of a government or monarch.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Appendix A3: Kingdom-wide votes for Monarchy and Althings

- A3.1 When a kingdom-wide vote for either monarchy elections or for kingdom-wide Althing votes occur the following procedure will be used to insure a proper vote.
- A3.2 The sub-group Chancellor will forward to the Kingdom Prime Minister the names of all dues paid members at the end of each month, detailing: real name, persona name, amount paid, and first to last month covered by those dues paid (see attached dues paid log). For kingdom-wide Althing votes dues paid is not required.
- A3.3 The week after declarations are closed for a vote, the Chancellor will send a Dues Paid list for the upcoming vote using the same format, this is the final dues paid voter eligibility list. The kingdom PM will compare the dues paid list with the ongoing dues list to verify and create a voter eligibility list. This list will be given to any observer to oversee the vote and be forwarded to the sub-group chancellor for verification.
- A3.4 For declared elections, the sub-groups will be notified on the day of declarations of the members that are running for the positions. For kingdom-wide Althing votes, the items to be voted on and any additional information will be forwarded to the sub-groups no later than 3 weeks prior to the vote to allow for discussion within the sub-groups.
- A3.5 On the week of a vote, the Crown Sponsor for Crown Qualifications or the Prime Minister for Althing votes, will appoint someone to go to each sub-group to insure that the vote is properly conducted.
- A3.6 The observer will have the voter eligibility list from the Prime Minister. The local Chancellor will provide a ballot for the sub-group members to fill out. For any member not present that is voter eligible the Chancellor must have either an email, from the members email account, stating the voters intended vote or a record of a phone call that can be verified by the observer or the Prime Minister. The only votes to be counted are via a member being present to vote or an absentee ballot, no other votes will be counted. No proxy votes.
- A3.7 The observer will work with the Chancellor to insure that only voter eligible members get a ballot and the observer and Chancellor will fill out a ballot for any absentee vote. The Chancellor may put the name of the voter on the ballot to help control who gets a ballot. Once the vote is completed the observer and the Chancellor will report to the Prime Minister the following: total number of eligible voters, total number of members that voted, the number of votes for each line on a ballot. Once the voting is complete the Chancellor will destroy the ballots, however the phone in absentee ballot will be held until verified.

Note: the Crown Sponsor is replaced by the GMR for Prime Minister elections.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Sample Dues Paid sheet

	2007											2007	
Mundane Name	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Persona
Tom						P	P	P	P	P	P		Killer
Dick		P	P	P	P	P	P	P	P	P	P		Pole
Pat						P	P	P	P	P	P	P 6	Jezabel
Jane									P	P	P	P 3	Pain
Sue								P	P	P	P	P	happy
Harry	P	P	P	P	P	P	P	P	P	P	P	P	Yeti

Using Crystal Groves schedule of Crown in June and Dec and PM elections in Mar and Sep. The number in Dec indicates the number of months into 2008 the member is dues paid.

If the current month is Nov 07

Tom can vote in Dec if he pays before Dec

Dick is paid for Sep and Dec if he pays before Dec

Pat is paid for Dec 07, Mar 08, and Jun 08

Jane is paid for Mar 08

Sue is not eligible to vote

Harry is dues paid for Jun, Sep, and Dec. A check of the 2006 dues paid chart is needed to check for Mar 07 eligibility.

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD of MARYLAND,
KINGDOM OF THE CRYSTAL GROVES

Append: A4: Corporate Organizational Chart

