



Celestial Kingdom Corpora

Revised 05/19/05

Table of Contents

1.0 Offices of the Kingdom

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

2.0 Other Positions

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

3.0 Amtgard Government

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

4.0 Honors & Awards

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

5.0 Order of Precedence

- 5.1 Royalty, Nobility, Peerage
- 5.2 Other Positions

6.0 Crown Tournament & Qualifications

- 6.1 Qualifications
- 6.2 Candidates Qualifications Criteria
- 6.3 The Month of Crown

7.0 Other Amtgard Groups

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

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 A tourney will be held. The highest placing qualifier will become Champion for six months.
- 1.12 Will have an automatic seat at the Allthings.
- 1.121 Will have the power to break ties at the Allthings.
- 1.13 Shall preside over and conduct all ceremonies and functions.
- 1.14 Is not required to pay any fees and dues 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, Boken, Golden Dragon, Smith, Garber.
 - 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 Titles of masterhood (in conjunction with the Prime Minister and class guildmaster) for the fighting guilds.
 - 1.158 Titles of masterhood for the service guilds (by patent).
- 1.16 May create new honors, awards, masterhoods, and titles.
- 1.17 May receive these titles after his/her term is over:
 - 1.172 Duke/Duchess (or Grand Duke for serving two or more terms as Monarch)
- 1.18 May be removed 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 Allthing.
- 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 condition:
 - 1.1C1 agreement of 75% at the vote of an Allthing
- 1.1D Note: Titles and honors should not 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, and have participated in the Kingdom for a minimum of 6 consecutive months.
- 1.1F Monarch must maintain a working telephone, transportation and computer

1.2 Regent (Princess/Prince):

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

1.2A The Regent must be at least 18 years of age, and have participated in the Kingdom for a minimum of 6 consecutive months, to be eligible to run.

1.2B The Regent must maintain a working telephone, transportation and computer.

1.3 Prime Minister:

1.31 Once every six months during Dragonmaster/Weaponmaster an election shall be held. The winner of this election shall become the Prime Minister for six months.

1.32 Is responsible for the following aspects of the group:

1.33 Collection of all fees and dues

1.331 Keep accurate records of all contributing members dues and donations.

1.332 Maintain accurate records on the dues paid status of all group members.

1.34 Must keep records of attendance and active members

1.341 Must keep the Member Information files on all members up to date.

1.36 Is responsible for providing rule books and newsletters to contributing members.

1.37 May receive the title: Baron/Baroness when his/her term is over.

1.38 Shall not miss more than four weeks in a row or twelve weeks total 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, and have participated in the Kingdom for a minimum of 6 consecutive months.

1.3B Prime Minister must maintain a working telephone, transportation and computer.

1.3C Is not required to pay any fees and dues during her/his term.

1.4 Champion of the Realm:

1.41 The Champion will have scored highest among previously self-declared and qualified candidates in the war section of the crown qualifications tourney.

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 Shall not miss more than four weeks in a row or twelve weeks total else a new Champion may be appointed.

1.47 May receive the title of Defender after his/her term.

1.48 Is not required to pay any fees and dues during her/his term.

1.49 The Champion must be at least 18 years of age, and have participated in the Kingdom for a minimum of 6 consecutive months, to be eligible to run.

1.4A The Champion may remove players from the field for unsafe behavior.

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

1.51 Acts as the business management offices and corporate offices for the organization.

1.511 Shall be responsible for ensuring that the organization is operated according to the laws and regulations of the United States and the State of Texas.

1.512 Shall be responsible for accounting for Kingdom funds.

1.52 Five group members shall be chosen by open ballot to serve in this capacity.

1.521 Two (2) voting members shall be elected at fall crown quals for a term of one (1) year.

Three (3) voting members shall be elected at spring crown quals for a term of one (1) year.

1.522 The Monarch, and Prime Minister will hold automatic seats on the B.O.D. during their terms in office.

1.523 You must be 18 years of age or older to serve.

1.53 The B.O.D. will have no power to change, alter, or otherwise affect the rulebook(s) or Corpora.

1.54 Shall serve as the authority in any matter involving the club and individuals or organizations outside the club with whom the Kingdom may wish to conduct business.

1.55 The BOD shall have the authority and duty to suspend members from participation in all Kingdom activities for repeated and/or serious instances of inappropriate behavior such as but not

limited to: verbal and/or physical altercations, assault of any kind, willful injury to person or property, theft, or any violation of mundane law.

1.56 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.

1.57 The B.O.D. has no status in the order of precedence, and no jurisdiction over internal group functions.

1.58 The B.O.D. shall meet to discuss business not less than once every three months.

1.59 The B.O.D. shall itself elect among its own members the following corporate officers:

1.590 President – Responsible for establishing an agenda and conducting all business meetings. May not hold any Kingdom Office.

1.591 Treasurer – Responsible for all monetary transactions. Shall maintain correct and current corporate financial records.

1.592 Membership Officer - Responsible for maintaining a mailing address for the Amtgard corporation. Shall notify all Board members of meeting times and locations. Shall maintain current and correct contact information for all Board members.

1.593 Secretary – Responsible for recording and distributing meeting minutes.

1.594 Member

1.595 Scheduled BOD meetings may be closed to the populace, but the minutes of the meetings must be printed and made available to the populace within four weeks of that meeting.

1.5A The BOD shall operate under the Policies & Procedures Manual of the BOD.

1.6 Scribe:

1.61 Appointment and dismissal are the Monarch's or Prime Minister's discretion.

1.62 Shall work with the Prime Minister to insure that an Amtgard newsletter is printed at least once every three 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 Allthings.

1.66 Keep accurate records of all awards given by the Monarch and Regent for reporting to the ORK and the Prime Minister.

1.7 Guildmaster of Reeves:

1.71 Shall be chosen from the Reeves guild by election at each Coronation. 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 at scheduled kingdom events and every six months at Crown Qualifications.

1.77 Dismissal is by a decision of the Monarch and Prime Minister.

1.78 May enforce an initial warning, followed by bout forfeit, and then tourney disqualification system for particularity troublesome or unsportsmanlike fighters at the tourneys.

1.8 Captain of the Monarch's Guard:

1.81 Appointment and dismissal are the Monarch's option.

1.82 Shall be in charge of security at all Celestial Kingdom events.

1.83 Shall ensure that the Monarch and Regent 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 Coronation 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 Allthing.
 - 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.

2.1 Colleges of Arts and Sciences:

- 2.11 The non-fighting guilds may have a guildmaster chosen every six months at the Crown Coronation. The Monarch shall choose the Science guildmasters, and the Regent 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.

2.2 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/Regent's Guard:

2.31 No more than ten people shall fill these slots. They will be chosen by the Monarch and the Regent.

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 Regent's Defender:

2.51 Shall be chosen by the Regent.

2.52 Will escort and serve the Regent in much the same way the Champion augments the Monarch.

2.6 Court Bard:

2.61 Appointment and dismissal are the Monarch's option.

2.62 Responsible for organization and performance of the arts at official Amtgard functions.

2.7 Court Jester:

2.71 Appointment and dismissal are the Monarch's option.

2.72 Responsible for humor and levity at official Amtgard functions.

2.73 May double as the herald for all announcements of the Crown.

3.1 Allthings:

3.11 An Allthing will be scheduled once every three months, at kingdom Mid-Reign and Coronation.

3.12 Anyone may attend; all members may vote on Amtgard policies.

3.13 The Allthing 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.

3.135 Elect guildmasters from the populace at Coronation.

3.14 Allthing 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- If the Prime Minister is running for re-election, the Prime Minister election will be held by the Monarch.

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 and be a contributing member in order to vote in any election.

3.24 The Monarch shall break any tie votes in an election.

3.3 Removing Amtgard Officers:

3.31 Can be initiated by a petition signed by at least 20% of the contributing members of the group.

3.32 Requires a 2/3 vote of all the Kingdoms contributing members for removal.

3.33 May be vetoed by joint agreement of the Monarch and Prime Minister.

3.331 May not be vetoed if the petition is to remove the Monarch or Prime Minister

3.34 Note: no person may hold any of the following two positions at the same time- Monarch, Regent, Champion, Prime Minister, BOD President.

3.4 Rules Clarifications:

- 3.41 Any decision agreed upon by the Monarch and Prime Minister is law until the next Allthing (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 Allthing, with the Monarch and Prime Minister, can change, add or delete from the laws of Amtgard.
- 3.45 Any suggested clarifications to a class should be first passed by the guildmaster of that class.

3.5 Dues 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 contributing members. People should read this Corpora very carefully to ascertain the advantages of contributing membership.
- 3.52 Receipts shall be provided.
- 3.53 Dues shall be paid semi-annually to the local records keeper, one half of which shall remain in the local province with the remaining balance to be forwarded to the Kingdom Prime Minister. Note: Dues paid by members not claiming a home province shall be kept wholly by the Kingdom and shall be paid directly to the Prime Minister.
- 3.54 Dues forwarded to the Prime Minister by the provincial records keepers shall be accompanied by a list of who paid, both mundane and Amtgard names, amount paid, and time frame the dues are to be applied to, and expiration date of dues paid.
- 3.55 The Monarch or Prime Minister may each spend 10% of the treasury every month in order to run the group. (Not to exceed \$150). The Allthing must vote on any larger expenditures of the treasury.
- 3.56 Contributing members are entitled to a copy of the rules, the Corpora, and the group newsletter. However, note that the group is not obligated to provide materials to a member if the cost to reproduce those materials exceeds the sum of the dues that particular person paid.

4.1 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 The Celestial 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 Knight 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 two(2) terms as the Monarch or serve in three(3) of the following Four(4) positions: Kingdom Monarch, Kingdom Regent, Kingdom Champion, Kingdom Prime Minister.

4.122 Knight 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 Knight 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 Knight of the Sword:

a. a military order for fighting skills and battlefield prowess

b. colors: white trimmed with silver

c. suggested criteria: Title of Warlord or two (2) of the Three(3) following honors- Defender, Weaponmaster, winning the Crown qualification tourney.

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

4.14 A Knight may choose to take a squire.

4.141 The garb of a squire is a red belt.

4.2 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.

4.232 Hydra- 10 orders of the Hydra.

4.233 Garber- 10 garber credits.

4.234 Lion- any combination of orders of the Lion and orders of the Griffon that add up to 10.

4.235 Owl- 10 orders of the Owl.

4.236 Reeve- 10 weeks experience as a reeve.

4.237 Rose- 10 orders of the Rose.

4.238 Smith- 10 smith credits.

4.239 Warrior (designated title: Warlord)- 10 orders of the warrior.

4.23A The Monarch may create other titles and forms of Masterhood.

4.3 Orders:

4.31 Order of the Dragon

given by: Monarch, Regent

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 Garber

given by: Monarch, Regent

given for: outstanding achievements in clothing design and assembly

limitations: none

4.34 Order of the Griffon (Gryphon)

given by: the Monarch

given for: courage, chivalry, and honor on the battlefield

limitations: none

4.35 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

4.36 Order of the Jovious

given by: the Monarch
given for: outstanding attitude
limitations: only one may be given in each Monarch's reign

4.37 Order of the Lion

given by: Monarch, Regent
given for: displaying outstanding traits of service and loyalty to Amtgard
limitations: none

4.38 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

4.39 Order of the Owl

given by: Monarch, Regent
given for: outstanding achievements in the sciences (armor, construction, seigeworks, etc.)
limitations: none

4.3A Order of the Rose

given by: Monarch, Regent
given for: beneficial service to Amtgard
limitations: none

4.3B Order of the Smith

given by: Monarch, Regent
given for: organizing events, demonstrations, and fundraisers
limitations: none

4.3C 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

4.3D Order of the Warrior

given by: the Monarch
given for: fighting ability (see the criteria below)
limitations: higher levels are increasingly difficult to attain.

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

Note: Battlefield commendations are also given with orders above 5th level only awarded for outstanding success in the games, quests, or tournaments. The higher the level, the harder it is to achieve more orders of the warrior. 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, then winning three again still only makes for a first level order of a warrior, not second level).

4.3E Order of the Zodiac

given by: the Monarch

given for: outstanding contributions in any one month

limitations: only one may be given each month

4.3F Order of the Boken

given by: the Monarch

given for: To an outstanding fighter, who has been in the game less than six(6) months

limitations: One time award

4.3G Order of the Golden Dragon

given by: the Monarch

given for: Outstanding representation of the spirit of the Celestial Kingdom, both with in the game and the mundane.

limitations: One time award that may only be given once per reign

4.3H 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 Monarch and one term as Prime Minister or Regent.

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 Regent

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, Regent, Prime Minister

4.46 Title: Viscount/Viscountess

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

suggested criteria: have held both the following positions Champion and 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, Regent or Baron

4.49 Title: Lord/Lady (lesser title)

equivalents: Halfweard, 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: None

suggested criteria: serve the kingdom six months as Champion

5.0 Order of Precedence

5.1 Royalty, Nobility, Peerage

5.2 Other Positions:

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

6.0 Crown Tournament and Qualifications

6.1 Qualifications:

6.11 Will be held every six months.

6.111 Early voting will be held for two(2) weeks prior to crown qualification, regular voting will be held at crown qualifications

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 and Corpora test.

6.16 Multiple entries are allowed in a contest, but a single entry may not be entered in more than one contest.

6.17 The following orders will be awarded for outstanding entries: Dragon, Hydra, Rose, Owl, Garber, Warrior (for warskill events).

6.18 Typical cultural skill contests include (but are not limited to): flat art, 3-D art, heraldry test, singing, instrumental music, cooking, factual writing, composition, weapon and shield construction, passive construction, active construction, best looking garb, best fighting garb, strategic gaming, vitners, poetry, etc.

6.2 Candidate Qualifications Criteria:

6.21 Candidates for Monarch shall be required to enter:

- a. At least five(5) A&S entries in at least two(2) categories, with an average score of 3.0, and

b. At least five(5) warriors tourney events.

6.22 Candidates for Regent shall be required to enter:

a. At least seven(7) A&S entries in at least four(4) categories, with an average score of 3.5, and

b. At least three(3) warriors tourney events.

6.23 Candidates for Champion shall be required to enter:

a. At least three(3) A&S entries two of which must be in two of the following three categories: Weapons Construction, Shield Construction or Armor Construction with an average score of 3.0, and

b. All of the warriors tourney events

6.24 All candidates must pass the current Kingdom Reeves Test and Kingdom Corpora Test, closed book, which will be administered by the Autocrat. They must pass with a 70% score or better on the day of Qualifications. Candidates are allowed one re-take on each test.

6.3 The Month of Crown:

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

6.31 Event: Guildmaster elections

Date: At crown Coronation

Sponsor: Prime Minister

6.32 Event: Crown Qualifications

Date: two weeks prior to the Coronation

Sponsor: highest uninvolved group officer (excluding the Prime Minister)

6.321 The winner of the cultural events at Crown Qualifications shall hold the title of group Arts & Sciences Champion for 6 months.

6.322 The winner of the war events at Crown Qualifications and tournament shall hold the title of Warmaster for six months.

6.33 Event: Crown Coronation

Date: two weeks after the Crown Qualifications

Sponsor: outgoing Regent

6.34 Event: Weaponmaster tournament

Date: two weeks prior to Mid-Reign

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.

6.35 Event: Dragonmaster

Date: Two weeks prior to Mid-Reign

Sponsor: Regent

7.0 Other Amtgard Groups

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

7.2 New groups must sign the Amtgard contract (Agreement) with the Central (Burning Lands) or Sponsoring Kingdoms (Celestial Kingdoms) 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/Principality/ Kingdom via the following criteria:

7.41 Shire- a group consisting of at least five(5) players in attendance

7.42 Barony- a group consisting of at least fifteen(15) waived players in attendance

7.421 A shire may be raised to baronial status upon submission of records indicating that the required number of waived players was reached and maintained over the previous 6 month period

7.422 Existing Baron must maintain this average to maintain their Baronial status

7.43 Duchy- a group consisting of at least thirty(30) waived players in attendance

7.431 A shire and or Barony may be raised to Ducal status upon submission of records indicating that the required number of waived players was reached and maintained over the previous 6 month period

7.432 Existing Duchies must maintain this average to maintain their Ducal status

7.44 Principality - a group consisting of at least seventy-five(75) waived players in attendance

7.441 A shire, Barony, Duchy may be raised to Principality status upon submission of records indicating that the required number of waived players was reached and maintained over the previous 6 month period

7.45 Kingdom-

7.451 as per the contract, and

7.452 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- Fourth level

7.613 Duchy- Sixth level

7.614 Principality – 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.

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

Shire	Barony	Duchy	Principality
Sheriff	Baron	Duke	Prince
	Baronial Regent	Ducal Regent	Prince Regent
Clerk	Chancellor	Chancellor	General Minster
	Baronial Champ.	Ducal Champ.	Princ. Champion

7.9 Suggested criteria for titles awarded to former (stepping down) officers of new groups (Awarded by the sponsoring Kingdom's Monarch):

Shire	Barony	Duchy	Principality
Lord	Baronet	Baron	Count
	Lord	Baronet	Baron
Esquire	Master	Lord	Baronet
	Esquire	Master	Master

Definitions

Fees – Monies paid to attend events

Dues – Monies paid to become a contributing member

Contributing Member – an individual who has paid monetary dues, and who's' account is current. A member may participate in all amtgard events and is also entitled to vote hold office and other benefits listed in the body corpora.

Kingdom Office - Any of the four (4) offices of the Kingdom: Monarch, Regent, Prime Minister, Champion