

Corpora of Bylaws for Amtgard, Kingdom of Dragonspine, Inc.

(Updated April 17th, 2005)

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ARTICLE 1: NAME AND PURPOSE

Section 1. NAME

1. The name of the organization is Amtgard, Kingdom of Dragonspine, Inc (“Kingdom of Dragonspine”, “Dragonspine”, “the kingdom”, “the proper”, and “Dragonspine proper”).

Section 2. PURPOSE

1. Dragonspine is an autonomous kingdom of Amtgard whose members play in Las Cruces, New Mexico.
2. Dragonspine typically meets at Apodaca Park in Las Cruces (“the park”, “the field”, “the main park”) where battlegames, ditches, tournaments and events are held using the Amtgard Rules of Play.
 - a. Events hosted by the kingdom at other locations are considered to be held at the main park for purposes of officer jurisdiction and attendance.
3. Dragonspine sponsors several smaller chapters that also play Amtgard but are not autonomous kingdoms. Although voting membership in the kingdom as defined by these bylaws is denied to members of these sponsored chapters, they and their chapters are considered to be part of the kingdom and under the jurisdiction of the kingdom officers and these bylaws.

ARTICLE II: MEMBERSHIP

Section 1. TYPES OF MEMBERSHIP

1. A **non-voting member** does not have to meet any attendance requirements and has not paid dues to the kingdom.
 - a. All members of all chapters sponsored by the kingdom are considered to be non-voting members of the kingdom.
2. A **voting member** (or “**dues-paid member**”) must (i) have a signed waiver on record in Dragonspine for at least six months, (ii) maintain membership in no other Amtgard chapters, (iii) be currently dues-paid in the Kingdom of Dragonspine, (iv) have no membership in other Amtgard chapters not sponsored by Dragonspine for the previous six months, and (v) be at least 14 years old.

Section 2. LIMITATIONS

1. Membership is limited to persons who have signed a waiver and have their Amtgard records maintained exclusively in the Kingdom of Dragonspine.
2. Persons under the age of 18 may only join if their legal guardian signs a waiver for them.
3. No person under the age of 14 may be a member unless their parent or legal guardian has been present for at least four Amtgard functions and they have the permission of the Monarch.

Section 3. CREDITS

1. All members who attend and play their class at an officially scheduled meeting or function shall gain one credit in that class.
 - a. If scheduled events preclude members from playing a class, they may still sign in as that class.
2. If serving as a reeve precludes members from playing a class, they may still sign in as that class.
3. Regular meetings occur once each week, usually on Saturday.
4. All members who attend and participate at an officially scheduled fighter practice event shall gain one-fourth of a Warrior credit.
 - a. Fighter practice occurs once each week, usually on Thursday.
5. Additional credits may be awarded at the discretion of the Monarch.
 - a. Additional credits are typically given for attendance at feasts or events in other Amtgard chapters.
6. Members may earn no more than seven credits per month.

Section 4. TERMINATION OF MEMBERSHIP

1. A person whose membership becomes terminated is no longer a member of the kingdom.
2. Members may voluntarily terminate their own membership.
3. Membership is automatically terminated when a member begins maintaining their records in another Amtgard chapter not sponsored by the kingdom.
4. Members who have terminated their own membership voluntarily or through maintaining their records in another Amtgard chapter may restore their membership by communicating their intent to the Prime Minister and maintaining their records solely in the Kingdom of Dragonspine or one of its sponsored chapters.
5. A person's membership may be terminated by joint agreement of the Monarch, Prime Minister, and Guildmaster of Reeves.
 - a. Cases in which membership may be terminated include, but are not limited to, (i) repeated violations of the Amtgard Rules of Play, (ii) violent or dangerous behavior during game play, and (iii) criminal activity at Amtgard events.

6. Termination of membership may be temporary at the discretion of the Monarch.
7. A person whose membership has been terminated may appeal to the Althing, which may restore their membership by a 2/3 majority vote.

ARTICLE III: OFFICES OF THE KINGDOM

Section 1. GENERAL INFORMATION

1. The offices of Monarch, Regent, Champion, Guildmaster of Reeves and Prime Minister are known collectively as “the Monarchy”.
2. A complete term of office ("reign" for royalty, "term" for other officers) lasts six months.
3. All officers must be at least 18 years old.
4. No person may hold more than one of the offices of the kingdom at the same time.
5. All officers must be dues-paid members of the Kingdom of Dragonspine.
6. The Monarch and Regent are known collectively as “the Crown”.
7. In the event that an officer does not attend regular meetings at the main park of Dragonspine for four weeks in a row or six weeks total, that officer shall descend from office.
 - a. An officer may ask the Althing to excuse absences resulting from special situations or time spent at other Amtgard functions.

Section 2. MONARCH

1. The Monarch (“King”, “Queen”, “Emperor”, “Empress”, etc.) is the highest ranking official in the kingdom and is the chief executive officer.
2. The Monarch shall be elected during the Month of the Crown.
3. The Monarch presides over all official functions and ceremonies.
 - a. The exceptions are the Board of Directors, which is presided over by the President of the Board and the Guild of Knights, which is presided over by the Guildmaster of Knights.
4. The Monarch represents the kingdom to the rest of Amtgard.
5. The Monarch shall have the power to break all ties in all elections and Althings.
 - a. The exceptions include situations in which the Monarch is a candidate in the election, in which case the Prime Minister breaks the tie, or the election is for the Guildmaster of Knights, in which case the knights shall decide how to break the tie.
6. If the Monarch and the Prime Minister are both involved in the election as candidates, the power to break ties falls to the next highest uninvolved person in the Order of Precedence.
7. The Monarch may never receive any orders, titles, masterhoods or knighthoods while in office.
8. The Monarch may bestow any order, masterhood, title, or knighthood to any member of the Kingdom of Dragonspine or its sponsored chapters.
 - a. The Monarch may create and bestow new orders, masterhoods and titles.
9. A Monarch may never bestow orders, masterhoods, titles or knighthoods to members of another kingdom or its sponsored chapters without the consent of that kingdom’s Monarch.
10. The Monarch is not required to pay any fees and is considered to be a dues-paid member while in office, and any dues already paid by the Monarch shall resume after the Monarch leaves offices.
11. The Monarch shall hold an automatic seat on the Board of Directors.
12. Should the position of Monarch become empty, the Regent shall assume the office of pro-tem Monarch for the remainder of the term of office. *(See Note 1.)*
13. No person may hold the office of Monarch for more than two consecutive terms.

Section 3. REGENT

1. The Regent (“Prince Regent”, “Princess Regent”, “Prince Consort”, “Princess Consort”, “Prince”, “Princess”, etc.) is the second-highest ranking official in the kingdom and is the chief arts and sciences officer.
2. The Regent shall be elected during the Month of the Crown.
3. The Regent shall ascend to the position of pro-tem Monarch should the position of Monarch

- become empty.
4. The Regent shall lead and be responsible for the College of Arts and Sciences and its weekly meetings (“Collegium”).
 - a. The College of Arts and Sciences typically meets on Tuesday.
 5. The Regent shall be in charge of the coronation and midreign events.
 6. The Regent may bestow certain orders on any member of the Kingdom of Dragonspine and its sponsored chapters.
 - a. The Regent may only grant Orders of the Rose, Lion, Owl, Dragon, Garber and Façade.
 7. The Regent may create and bestow new orders in keeping with the duties of the Regent.
 8. The Regent is not required to pay any fees and is considered to be a dues-paid member while in office, and any dues already paid by the Regent shall resume after the Regent leaves offices.
 9. Should the position of Regent become empty, the Monarch must appoint a dues-paid member as pro-tem Regent for the remainder of the term of office.
 10. No person may hold the office of Regent for more than two consecutive terms.

Section 4. CHAMPION

(See Note 2.)

1. The Champion is the third-highest ranking official in the kingdom and is the chief safety officer.
2. The Champion shall be the winner of the Champion’s Tourney held during the Month of the Crown.
3. The Champion shall uphold the honor of the Crown and the Kingdom.
4. The Champion shall organize battlegames and ditches on days when no predetermined scenarios are scheduled.
5. The Champion is responsible for ensuring that all battlegames and battlefield equipment are legal and safe according to the Amtgard Rules of Play.
 - a. The Champion may remove people or equipment from the field to ensure safety.
6. The Champion shall maintain the kingdom’s lost and found.
7. The Champion shall inspect all field equipment in use in the kingdom on a monthly basis.
 - a. Monthly equipment checks shall be scheduled and announced ahead of time and shall be conducted in a public manner.
8. The Champion shall maintain a supply of loaner weapons for use by new members.
9. Should the position of Champion become empty, the Monarch must appoint a dues-paid member as pro-tem Champion for the remainder of the term of office.

Section 5. PRIME MINISTER

(See Note 2.)

1. The Prime Minister is the fourth-highest ranking official in the kingdom and is the secretary-treasurer of the kingdom.
2. The Prime Minister shall be elected three months after the coronation of the Monarch.
 - a. Candidates for Prime Minister must pass a reeves test with a score of 75% or better and a Corpora test with a score of 70% or better. These tests must be taken at or after the most recent Crown Qualifications.
3. The Prime Minister must have regular and reliable access to a computer and the Internet.
4. All kingdom elections shall be conducted by the Prime Minister, except (i) Prime Minister and Board elections, which shall be conducted by the Guildmaster of Reeves; (ii) the Circle of Knights, which shall conduct its own elections; and (iii) elections in which the Prime Minister is involved as a candidate, which shall be conducted by the Guildmaster of Reeves.
5. The Prime Minister is responsible for maintaining accurate and current records of all members

of the kingdom.

- a. The hard copy of the records shall be called the Book of the Living.
6. Each member's records shall include their (i) credits, (ii) dues-paid status, (iii) orders, masterhoods, titles and knighthoods, (iv) waiver information, (v) name, phone number and address, (vi) emergency contact information and (vii) persona information.
7. An online version of the records shall be maintained and kept current to include all members' (i) credits, (ii) dues-paid status, and (iii) orders, masterhoods, titles and knighthoods.
8. The records must be updated on a weekly basis.
9. Records that have not been updated in the last six months shall be stored separately in the Book of the Dead.
10. The Prime Minister is responsible for maintaining the kingdom treasury, and for maintaining accurate and current records thereof.
 - a. Records of the treasury shall include detailed, clear, current and accurate information concerning (i) kingdom income, (ii) kingdom expenditures, (iii) current kingdom funds, and (iv) receipts for all expenditures.
11. An accurate and current financial report must be provided by the Prime Minister for publication in every kingdom newsletter
12. The Prime Minister must provide an accurate and current monthly report to the Treasurer of the Board of Directors.
13. The Prime Minister shall collect all dues and fees.
14. The Prime Minister shall maintain accurate and current records of all kingdom contractual obligations.
15. The Prime Minister shall be responsible for providing kingdom members with copies of the club's publications, including (i) rulebooks, (ii) the Corpora of Bylaws, (iii) newsletters, (iv) all supplements to the rulebook or Corpora, and (v) any other applicable publications.
 - a. A fee may be charged for these publications to cover the cost of their production.
16. The Prime Minister shall hold an automatic seat on the Board of Directors.
17. Upon being elected, the Prime Minister shall assume financial responsibility for the treasury by signing a contract with the kingdom stating said responsibility.
 - a. Should funds in the treasury go missing and the Prime Minister is found to be responsible, the Prime Minister will be required to make amends for those funds and may be subject to legal action.
18. Should the position of Prime Minister become empty, the Guildmaster of Reeves shall conduct a new election to elect a pro-tem Prime Minister.

Section 6. GUILDMASTER OF REEVES

1. The Guildmaster of Reeves ("GMR") is the fifth-highest ranking official in the kingdom and is the chief rules officer.
2. The Guildmaster shall be elected during the Month of the Crown.
3. The Guildmaster of Reeves shall work with the Monarch and the Champion to ensure that the rules are applied accurately and fairly.
4. The Guildmaster of Reeves shall work with the Champion to ensure that all battlefield equipment is legal and safe according to the Amtgard Rules of Play.
 - a. The Guildmaster of Reeves may remove people or equipment from the field to ensure safety.
5. The Guildmaster of Reeves shall ensure that there are an appropriate number of reeves at any local chapter event and that the conduct of those reeves is competent and fair.
6. Prime Minister elections shall be conducted by the Guildmaster of Reeves.
7. The Weaponmaster Tournament shall be conducted by the Guildmaster of Reeves.

- a. The Weaponmaster Tournament shall take place no more than three months after coronation, and shall otherwise be run according to the guidelines set forth for the Fighting Events of Crown Qualifications.
8. The Guildmaster of Reeves must make reeve and Corpora tests available from three weeks prior to any election until the election itself, except for Board elections, and may make the tests available at other times on an individual basis.
 - a. The reeve test must be written so that someone familiar with the Amtgard Rules of Play can pass the test with a score of 75% or greater.
9. The Corpora test must be written so that someone familiar with this Corpora can pass the test with a score of 70% or greater.
10. Both tests shall consist of twenty-five questions each.
11. Someone may take three different versions of each test, one of which may be verbal, until they are considered to have failed the tests for purposes of running for an office that requires passing scores on each test.
12. If the Guildmaster of Reeves is running for an office, then the tests will be administered by another member of the Reeves guild, selected by the majority of the guild.
13. The Guildmaster of Reeves may be dismissed by a joint decision of the Monarch and the Prime Minister, or a two-thirds decision of the dues-paid members of the Reeves Guild who have earned reeve credits within the past six months.
14. Should the position of Guildmaster of Reeves become empty, the dues-paid members of the Reeves Guild who have earned reeve credits within the past six months shall elect a pro-tem Guildmaster of Reeves.

Section 7. ORDER OF PRECEDENCE

1. The Order of Precedence in the kingdom is Monarch, Regent, Champion, Prime Minister, and the Guildmaster of Reeves.
2. The Order of Precedence exists to determine which person is in charge of events on any given meeting of Amtgard in Dragonspine.
3. The Order of Precedence does not allow an officer to assume the duties of an office that is higher than their station, and only allows them to take charge in order to ensure that events proceed in a smooth and orderly fashion.

Notes

Note 1: This Section has been affected by amendment V.

Note 2: This Clause has been affected by amendment III.

ARTICLE IV: OTHER POSITIONS

Section 1. GENERAL INFORMATION

1. A position is an office not listed in the Order of Precedence.
2. Except where noted, the positions listed here have no age requirement.
3. A person may hold multiple positions.
4. All persons holding positions must be members of the kingdom.

Section 2. HEIR APPARENT

1. Heir Apparent (“Prince”, “Princess”) exists to provide a position for members under the age of 18 to run for during the Crown Qualification process.
2. The Heir Apparent must be under 18 years of age at the beginning of their term in office.
3. The Heir Apparent should (i) assist the Regent in planning feasts, (ii) assist the Champion in conducting at least one monthly equipment check, (iii) serve as a reeve in at least two battlegames and (iv) assist the Prime Minister and Scribe in producing and distributing newsletters.
4. The Heir Apparent may bestow orders with the permission of the Monarch.
5. The Heir Apparent may be removed by joint agreement of the Monarch and Regent.
6. The position of Heir Apparent may be left vacant.

Section 3. REEVES GUILD

1. Any member who has passed the reeves test during or since the previous Month of the Crown with a score of 75% or higher is part of the Reeves Guild.
 - a. The previous Guildmaster of Reeves is exempt from the test requirement.
2. Reeves oversee and help run (“reeve”, “reeving”) battlegames and tournaments that they are not taking part in.
3. While reeving, Reeves may (i) adjust teams to balance battlegames, (ii) call whether a hit on a person is valid or not, (iii) take unsafe people or equipment off the battlefield, (iv) take time off a person’s death if they died well, (v) remove a person who persistently causes problems, and (vi) declare the end of a game if play is stagnating.
4. While reeving, a Reeve is responsible for (i) ensuring that the games are safe for participants and bystanders, (ii) helping participants understand the game, (iii) ensuring that the quality of play is honest and in keeping with the spirit of the rules, and (iv) making sure that play remains within a reasonable area, and (v) retrieving discarded equipment fairly.

Section 4. CAPTAIN OF THE ROYAL GUARD

1. The Captain of the Royal Guard (“Captain of the Guard”) is in charge of security at all kingdom events.
 - a. Violations of federal, state, county, city, or municipal law (“mundane law”) should be handled by contacting the proper authorities.
2. In conjunction with the Champion, the Captain of the Guard shall ensure that the Monarch is properly defended.
3. The Captain of the Guard shall share duties with the Champion in carrying out the policies of the Crown.
4. The Captain of the Guard is appointed and dismissed at the option of the Monarch.
5. The Captain of the Guard must be at least 18 years old.

Section 5. ROYAL GUARD

1. The Royal Guard (“the Guard”) shall defend the Crown and assist the Captain of the Guard.

2. The Monarch may appoint and dismiss the guard at will.
3. There may be no more than ten members of the guard.

Section 6. REGENT'S DEFENDER

1. The Regent's Defender ("Defender") shall defend and serve the Regent.
2. The Regent may appoint and dismiss the Regent's Defender at will.

Section 7. CIRCLE OF KNIGHTS

1. The Circle of Knights shall consist of all knights who are members of Dragonspine or its sponsored chapters.
2. The Circle of Knights shall elect a Guildmaster during the crown elections.
3. The Guildmaster of Knights ("GMK") is responsible for hosting meetings of the Circle of Knights.
 - a. The Monarch may be invited to these meetings if the Monarch is not a knight.
4. The Guildmaster 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.
5. The Circle of Knights shall set its own standards to determine who among them may vote.

Section 8. GUILDMASTER OF SMITHS

1. The Guildmaster of Smiths is responsible for running demonstrations ("demos") of Amtgard and Dragonspine at community events such as schools, movies and Renaissance Faires.
 - a. The Monarch should appoint an autocrat for larger functions.
2. The Guildmaster of Smiths should inform the Monarch when someone should be considered for an Order of the Smith for sponsoring a minor Amtgard event, sponsoring an demo, or for other comparable service to the kingdom.
3. The Monarch may appoint and dismiss the Guildmaster of Smiths at will.

Section 9. GUILDMASTER OF GARBERS

1. The Guildmaster of Garbers is responsible for taking charge of special garbing projects set forth by the Crown.
2. The Guildmaster of Garbers shall help members of the kingdom learn to make their own garb.
3. The Guildmaster of Garbers should inform the Crown when someone should be considered for an Order of the Garber for making especially nice garb.
4. The Regent may appoint and dismiss the Guildmaster of Garbers at will.

Section 10. GUILDMASTER OF ENGINEERS

1. The Guildmaster of Engineers is responsible for taking charge of special engineering projects set forth by the Crown.
2. The Guildmaster of Engineers shall work in conjunction with the Champion to help members of the kingdom learn how to make safe weapons.
3. The Guildmaster of Engineers should inform the Crown when someone should be considered for an Order of the Owl for making especially nice equipment.
4. The Regent may appoint and dismiss the Guildmaster of Engineers at will.

Section 11. CLASS GUILDMASTERS

1. The guilds of squires, pages, and artisans and all fighting classes have a Guildmaster.
2. Guildmasters are responsible for (i) keeping the members of the guild following the proper rules of their class; (ii) monitoring their class and present ideas for improvement and solutions to problems to the Monarch, Guildmaster of Reeves, and the Althing; (iii) helping new people to

learn to play the rules of their class; (iv) encouraging garb and equipment applicable to their class; (iv) making recommendations to the Monarch for candidates for masterhood of their class; and (v) maintaining a supply of equipment for their class for new members of the kingdom to use.

3. The Guildmaster of Warriors is responsible for running fighter practice.
4. Guildmaster are chosen during crown elections by all members of a guild who are dues-paid and have earned at least one credit in the guild's class in the past six months or are a master in the guild.
5. Only guild members who can vote in their guild may become the Guildmaster.
6. A Guildmaster may be removed by a two-thirds vote of their guild or by joint agreement of the Monarch and Prime Minister.

Section 12. SCRIBE

1. The Scribe shall keep minutes of all Althings and ensure the production of a newsletter at least once every two months.
 - a. For each newsletter, the Scribe shall request (i) letters to the populace from all members of the Monarchy, (ii) a kingdom budget report from the Prime Minister, (iii) letters from other kingdom officials who wish to write them, and (iv) literature and contributions from the populace.
2. The Scribe shall work with the Monarchy to maintain a yearly calendar of events.
3. The Monarch may appoint and dismiss the Scribe at will.

Section 13. CIRCLE OF STEEL

1. The Circle of Steel shall consist of representatives of all fighting companies (as defined in the Amtgard Rules of Play) with three or more members in the kingdom.
2. The Circle of Steel shall organize and orchestrate all company-related activities within the kingdom.
3. The Circle of Steel may elect a guildmaster during crown elections to represent their circle.

Section 14. COURT HERALD

1. The Court Herald ("Herald") is responsible for all announcements of the Crown.
2. The Herald shall announce all persons coming before the Crown when court is being held.
3. The Herald shall maintain records of all heraldry belonging to kingdom members, companies, and households and work with the Monarchy to protect the heraldic rights of all members.
4. The Monarch may appoint and dismiss the Herald at will.

Section 15. OTHER ARTS AND SCIENCES GUILDMASTERS

1. The Regent may appoint other Arts and Sciences guildmasters.
2. Other guilds that may have guildmasters include, but are not limited to, Arts, Literature, Minstrels, Theatre, Gladiators and Sages.
3. Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline in the kingdom.

ARTICLE V: GOVERNMENT

Section 1. ELECTIONS

1. Elections shall be conducted by the Prime Minister, except (i) when the Prime Minister is involved as a candidate, (ii) in the case of the Prime Minister or Board elections, in which case elections shall be conducted by the Guildmaster of Reeves, and (iii) in the case of the Circle of Knights, which shall conduct its own elections.
2. Candidates in any election for a kingdom office or the Board of Directors must declare their intent to run publicly and to the managing election officer at least two weeks prior to the election.
A person may only declare for one of the offices of the Monarchy.
3. The winner of any election requires a simple plurality vote.
4. A 'no confidence option' must be available in all elections.
 - a. To pass a vote of confidence, a candidate must receive more votes than a 'no confidence' option and any other candidates.
5. If a candidate loses a vote of confidence, the office shall be filled by a pro-tem officer as per these bylaws.
6. If nobody is qualified to run for office, an Althing shall be held to appoint pro-tem officers.
7. Only dues-paid members may vote in an election.
 - a. A member's dues must be paid at least one week prior to the election.
8. A member must have signed in on at least twelve full-credit regular meeting days during the previous six months in order to vote.
9. Proxy votes may be used provided that (i) the member meets the normal voting criteria, (ii) the vote is in a sealed and signed envelope with the voter's name on the outside, and (iii) the vote is submitted prior to the closing of the polls.
 - a. A proxy vote may be delivered by a third party provided that the third party is not running for an office that is on the current ballot.
10. If more than one vote is submitted from the same person, then all votes from that person are null and void.
11. Proxy votes may be e-mailed to the Prime Minister no later than twenty-four hours before the closing of the polls.
12. Write-in candidates are not permitted.
13. All candidates for office may appoint a representative to witness the counting of the votes.
14. The Monarch shall have the power to break ties as detailed under the powers of the Monarch.

Section 2. IMPEACHMENT

1. Officers of the kingdom may be removed from office ("impeached") for criminal actions or dereliction of duty.
2. An officer of the kingdom may be impeached by presenting a petition signed by at least 20% of the dues-paid members of the chapter to the Althing and a two-thirds vote of the Althing.
3. An impeachment may be overruled by joint agreement of the Monarch and the Prime Minister.

Section 3. THE ALTHING

1. The Althing is a public meeting open to all members of the kingdom to (i) discuss and enact rules changes with a two-thirds vote, (ii) revise and update the Corpora with a two-thirds vote, (iii) discuss and vote upon major expenditures of the kingdom treasury, (iv) discuss and vote on the future of the kingdom, (v) vote on approving the adoption and promotion of sponsored chapters, (vi) vote on restoring the membership status of a terminated member and (vii) discuss and vote on kingdom policy.

2. An Althing shall be scheduled and held (“called”) at least once a month, but may be canceled by the Monarch if there is a lack of interest.
 - a. The Althing may not be canceled if a petition for impeachment is being presented.
3. The Althing may not be canceled if the Monarch and Prime Minister have exercised their power to temporarily amend the Rules of Play or the Corpora, and must be held either to ratify their decision in accordance with amendent or rules changes procedures, or to let their decision expire.
4. The Monarch shall preside over and call all Althings.
 - a. If the Monarch cannot attend, the Regent may preside over an Althing with the permission of the Monarch.
5. If a petition to impeach the Monarch is being presented, another member of the Monarchy shall preside over the Althing according to the Order of Precedence.
6. Anyone may attend, but only dues-paid members may vote.
7. Althing rules of order may be set down by the Monarch and shall be enforced by the Champion.
8. Unless stated otherwise in these bylaws, an Althing vote passes if it musters 50% plus one of those voting.

Section 4. CHANGING THE RULES OF PLAY AND THE CORPORA

(See Note 2.)

1. Changing of the Amtgard Rules of Play requires a two-thirds vote of the Althing.
 - a. All members may vote on changing the rules regardless of their dues-paid status.
2. Changes shall be published in the newsletter, added to the rulebook as a supplement, and made available to all members.
3. Changes to the Amtgard Rules of Play only apply in Dragonspine. Amtgard-wide changes require a three-quarters vote of all kingdoms in Amtgard, and are binding upon Dragonspine and all its sponsored chapters.
4. Amending the Corpora requires a two-thirds vote of the Althing.
 - a. Changes to the Corpora shall be published in the newsletter, included in the Corpora as Amendments, and made available to all members.
5. Any decision agreed upon by the Monarch and Prime Minister is considered to be part of the bylaws or the Rules of Play until the next Althing.
 - a. Temporary rulings should be announced and published in the newsletter.
6. If a temporary ruling is issued, an Althing must immediately be scheduled.
7. Only the Althing or the Monarch and Prime Minister can change, add to, or delete from the Corpora and the Rules of Play, and only the Althing can make a permanent change.

Section 5. DUES AND POLICIES OF THE TREASURY

1. The treasury shall consist of all funds owned by Amtgard, Kingdom of Dragonspine, Inc.
2. ~~Dues are \$6 every six months.~~ *(See Note 1.)*
 - a. Paying dues entitles a member to a copy of each newsletter.
3. Receipts given for paying dues shall display the time period covered by the dues.
4. Receipts shall be given for all income and expenditures.
5. The Monarch and the Prime Minister may each spend up to 10% of the treasury each month in order to run the kingdom.
 - a. Receipts must be provided for all expenditures of the treasury.
6. Larger expenditures require the approval of the Althing.

Notes

Note 1: This Clause has been affected by amendment I.

Note 2: This Section has been affected by amendment II.

ARTICLE VI: CROWN QUALIFICATIONS

Section 1. GENERAL INFORMATION

1. All candidates for the offices of Monarch, Regent, Champion, and Heir Apparent must earn a qualifying score (“qual”) in a specific number of categories in a cultural contest known as Crown Qualifications (“Crown Quals”, “quals”).
2. Crown Qualifications will be held once every six months, one week prior to crown elections.
3. The sponsor (“autocrat”) of Crown Qualifications shall be the highest-ranking uninvolved officer according to the Order of Precedence.
4. The autocrat may adjudicate disputes and handle problems that arise to ensure the smooth running of Crown Qualifications.
5. The person running Crown Qualifications shall distribute the specific requirements and information about Crown Qualifications at the kingdom midreign event.

Section 2. MONTH OF THE CROWN

1. The Month of the Crown is the period from when declarations of intent are due to when a new Monarch is crowned.
2. Any person wishing to run for Monarch, Regent, Champion, or Heir Apparent must declare their intentions publicly and in writing to the Prime Minister one week prior to Crown Qualifications.
 - a. A person may only declare for one of the offices of the Monarchy.
3. The Cultural and Fighting events of Crown Qualifications shall be held the week after declarations are due.
 - a. Cultural events that are difficult to hold at the regular meeting may be held at the meeting of the College of Arts and Sciences immediately preceding the week of Crown Qualifications.
4. The autocrat of Crown Qualifications may request that literature entries be turned in a week early.
5. Elections shall be held the week after Crown Qualifications.
 - a. No dues may be collected the week of elections.
6. A tournament consisting of all members who qualify to run for Champion shall be held during the elections.
 - a. The tournament shall consist of three bouts, being short sword, short sword and shield, and double short sword.
7. Should only one person qualify to run for Champion, that person shall fight every former Champion of any Amtgard chapter present during elections in a non-binding tournament.
8. The Crown Coronation event shall be run by the Regent three weeks after elections.

Section 3. QUALIFICATION REQUIREMENTS

1. All qualifications for office must be earned in the Crown Qualifications immediately preceding elections for that office.
2. Candidates for Monarch and Regent must pass the reeves test with a 75% or better, pass the Corpora test with a score of 70% or better, receive a qualifying score in at least seven different cultural events, and fight in at least five fighting events.
3. Candidates for Champion must pass the reeves test with a score of 75% or better, pass the Corpora test with a score of 70% or better, receive a qualifying score in at least five different cultural events, and fight in all fighting events.
4. Candidates for Champion must be able and willing to compete in the Champion’s Tournament on the day of elections.

5. Candidates for Heir Apparent must meet guidelines laid down by the autocrat of Crown Qualifications.
 - a. These guidelines typically including requiring candidates for Heir Apparent to pass the reeves test with a score of 75% or better, pass the Corpora test with a score of 70% or better, receive a qualifying score in at least five different cultural events, and fight in at least five fighting events.
6. If a candidate is unable to participate in the fighting events for any reason, the Monarch may waive the fighting requirement for that candidate.
7. Candidates for a class guildmaster position must pass the reeves test with a 75% or better.
8. Should no candidates qualify to run for an office, that office may be filled on a pro-tem basis as per these bylaws.

Section 4. CULTURAL EVENTS

1. The Cultural Events are held as part of the Crown Qualifications process and shall consist of the following seven categories, each of which is broken up into individual events.
 - a. Garbing, which shall be divided into individual events of (i) Fighting Garb, made for wear on the battlefield; (ii) Court Garb, made for wear during court or formal functions; (iii) Monster Garb, made for the portrayal of a monster class; and (iv) Garb Accessory, such as belts, pouches, and favors.
2. Art, which shall be divided into individual events of (i) Flat Art, which is any two-dimensional artistic medium; (ii) 3-D Art, which is any three-dimensional artistic medium; (iii) Kit, which is anything made from a kit, such as miniatures or ceramics; (iv) Needlework, which is any embroidery, latch hook, cross-stitch, knitting, beadwork or crochet; (v) Jewelry, which is any item made to be worn as jewelry; (vi) Photography, which is any photograph of people, places or events related to the genre of Amtgard; and (vii) Media, which is any movie, webpage, or digitally-enhanced art.
3. Literature, which shall be divided into individual events of (i) Fiction, which shall be any fictional work; (ii) Non-Fiction, which shall be any factual work; and (iii) Poetry, which shall be any poetic work in any poetic style.
4. Cooking, which shall be divided into individual events of (i) Main Dish, which is any food served as a main course; (ii) Side Dish, which is any food served to accompany a meal; (iii) Vintners, which is any beverage that has been fermented by a brewing or distillation process, (iv) Dessert, which is any food served primarily as a dessert; and (v) Condiment, which is any sauce, dressing, chutney, etc.
5. Construction, which shall be divided into individual events of (i) Weapon, any weapon that is legal for Amtgard use; (ii) Unique Weapon, any unique or unusual weapon made in the manner of Amtgard weapons, but does not have to be legal for Amtgard use; (iii) Shield, which is any shield, buckler, or madu that is legal for Amtgard use; (iv) Armor, made for use on the battlefield; (v) Banner, which is any banner; (vi) Active Construction, which is any equipment not already covered by another event that is made for battlefield use, such as siege weaponry; and (vii) Passive Construction, which is any item not covered by another event that is not made for battlefield use, such as chests, furniture, or pavilions.
6. Bardic, which shall be divided into individual events of (i) Singing, with or without accompaniment; (ii) Instrumental Music, which is any musical performance on a musical instrument; (iii) Dance, which is any dancing; and (iv) Recitation, of any story, poetry, comedy, drama, etc.
7. Rose, which is any entry made and donated to the kingdom.
8. All entries (or "items") except cooking must be related in some way to Amtgard or the related genres.

9. All cooking entries should be made primarily from scratch and should include enough so that all judges can get an adequate taste of the entry.
10. All entries must be signed in within the time constraints set forth by the autocrat of Crown Qualifications.
11. Individual entries must be at least 85% the work of the person entering them.
12. Joint entries will be allowed provided that each entrant shared significantly in the work of producing the entry in question.
13. A entry is considered to have received a qualifying score if it receives an average score of 3.0 from the judges.
14. Only one qualification may be received per contestant from each event.
15. No item may be entered in more than one event.
16. Items entered in an inappropriate event may be moved to another event by the autocrat of Crown Qualifications with the permission of the entrant.
17. Should a vintners category take place, it shall be judged at a different time and location than the other cultural events unless the location used permits alcohol.
 - a. All judges for the vintners event must be at least 21 years of age.
18. A strategic gaming category may also be held, including but not limited to games such as chess, pente, and so on.
 - a. The winner of each strategic gaming category shall receive an extra cultural qualification provided that at least three people participated in the event.
19. The second-place entrant of each strategic gaming category shall receive an extra cultural qualification provided that at least five people participated in the event.
20. A qualification earned from strategic gaming does not count towards becoming Arts and Sciences champion.
21. An Arts and Sciences Champion shall be determined by taking the seven best events for each contestant and averaging the scores.
 - a. A contestant must enter at least seven different Cultural Events to be qualified to become the Arts and Sciences Champion.
22. The Monarch and Regent should consider granting Orders of the Dragon, Owl and Garber for outstanding entries in the Cultural Events.

Section 5. JUDGING

1. Each entry in the Cultural Events of Crown Qualifications will be judged by a panel of five judges appointed by the autocrat of Crown Qualifications.
2. All entries will be scored in increments of .1 on a scale of 1.0 to 5.0 by each judge, with 3.0 being a qualifying score and 5.0 being a perfect score.
3. The score for each entry shall be determined by averaging the scores given by the judges after dropping the highest and lowest score.
4. All judges are expected to be unbiased and impartial.
5. Entries shall be judged on their own merits and not in comparison to the other entries.

Section 6. FIGHTING EVENTS

1. The Fighting Events (“Warmaster”) are held as part of the Crown Qualifications process and shall consist of six of the following eight tournaments using (i) single short weapon, (ii) double short weapon, (iii) short weapon and shield, (iv) any of reach, spear, staff, or pole-arm (v) single dagger, (vi) open weapon, with a limitation of only a single item in each hand, (vii) two-man team, and (viii) hinged weapon and shield.
2. All events shall be held on the same day as the Crown Qualifications Cultural Events.
3. All combatants must be signed in within the time constraints set forth by the autocrat of Crown

Qualifications.

4. The overall winner of the Fighting Events shall be a Warmaster.
 - a. The Warmaster is normally determined by giving five points for first place in an event, three points for second, one point for third, and half a point for each individual win, with the Warmaster being the combatant with the most points.

ARTICLE VII: AWARDS AND HONORS

Section 1. GENERAL INFORMATION

1. Awards include any order, masterhood, title or knighthood.
2. Awards granted to a person are considered to be held by all of their personas.
3. No award is earned automatically and all awards are given at the discretion of those with the power to give them.
4. The person granting and receiving an award cannot be the same person.

Section 2. ORDERS

1. Orders are given by the Monarch and Regent for contributing in various ways to the kingdom, may be earned multiple times by multiple people, and should be increasingly difficult to earn as a member rises in each order.
2. The Monarch and Regent may both grant Orders of the Dragon, Façade, Garber, Lion, Owl, and Rose.
 - a. Orders of the Dragon are for outstanding achievements in the arts.
3. Orders of the Façade are for outstanding roleplaying.
4. Orders of the Garber are for outstanding achievements in garbing.
5. Orders of the Lion are for outstanding acts of service and leadership.
6. Orders of the Owl are for outstanding achievements in the sciences, such as creation of swords and armor.
7. Orders of the Rose are given for beneficial service to the kingdom.
8. The Monarch may grant Orders of the Flame, Griffon, Hydra, Jovius, Mask, Zodiac and Smith.
 - a. Orders of the Flame are for outstanding service by a group.
 - i. Only one Order of the Flame may be given per reign.
 - b. Orders of the Griffon are for courage, chivalry, and honor on the field or in tournaments.
9. Orders of the Hydra are for qualifying in seven cultural events during Crown Qualifications.
 - i. Orders of the Hydra are typically given automatically.
 - b. Orders of the Jovious are for having an outstanding positive attitude.
 - i. Only one Order of the Jovious may be given per reign.
 - c. Orders of the Mask are for outstanding portrayal of persona.
 - i. Only one Order of the Mask may be given per reign.
 - d. Orders of the Zodiac are for outstanding contributions to the kingdom in a single month.
 - i. Only one Order of the Zodiac may be given per month.
 - e. Orders of the Smith are for sponsoring events, workshops, tournaments, or quests.
10. The Monarch may grant Orders of the Warrior for fighting ability in tournaments, with a different level order being earned for winning a certain number of fights in a row.
 - a. Losing a fight, forfeiting a fight, not fighting in an event, and the end of a tournament all end a streak of wins.
11. Orders of the Warrior may be given for battlefield prowess.
 - i. Orders of the Warrior above fifth level are typically only awarded for tournaments.
 - b. A 1st-level Order of the Warrior is earned by winning three fights in a row and is represented by a Snake on a green favor.
12. A 2nd-level Order of the Warrior is earned by winning five fights in a row and is represented by a Boar on a blue favor.
13. A 3rd-level Order of the Warrior is earned by winning seven fights in a row and is represented by a Mongoose on a red favor.

14. A 4th-level Order of the Warrior is earned by winning nine fights in a row and is represented by a Bear on a brown favor.
15. A 5th-level Order of the Warrior is earned by winning eleven fights in a row and is represented by a Hawk on a rust-colored favor.
16. A 6th-level Order of the Warrior is earned by winning thirteen fights in a row and is represented by a Wolf on a gray favor.
17. A 7th-level Order of the Warrior is earned by winning fifteen fights in a row and is represented by a Tiger on an orange favor.
18. A 8th-level Order of the Warrior is earned by winning seventeen fights in a row and is represented by a Panther on a black favor.
19. A 9th-level Order of the Warrior is earned by winning nineteen fights in a row and is represented by a Dragon on a purple favor.
20. A 10th-level Order of the Warrior (“Warlord”) is earned by winning twenty-one fights in a row and is represented by a gold Phoenix on a red favor with a yellow border.

Section 3. MASTERHOOD

1. Masterhood is bestowed at the discretion of the Monarch for excellence in the fighting or service aspects of Amtgard.
2. Masterhood may be given for excellent service to the kingdom.
 - a. Masterhood may be given in the Orders of the Dragon, Flame, Garber, Griffon, Hydra, Lion, Owl, Rose, and Smith, and for reeving.
3. The criterion for a service masterhood is ten orders in the masterhood being granted.
4. The criteria for Master Reeve is at least twelve weeks experience as a reeve and excellence as a reeve.
5. The Monarch may create other service masterhoods, such as Jovious, Zodiac, Mask.
6. Masterhood (“class masterhood”) may be given to outstanding members of the fighting guilds.
 - a. The Monarch should consult the guildmaster of a class before granting a class masterhood.
7. The basis for awarding someone a class masterhood should be exemplifying the class, thorough knowledge of the class rules and concept, good roleplay, and possession of quality garb and equipment for the class.

Section 4. KNIGHTHOOD

1. The Monarch may knight people into any of the four orders of knighthood for the greatest contributions to Amtgard.
2. Candidates for knighthood should have achieved the criteria listed for that knighthood and have the approval of the Circle of Knights.
3. Achievement of the listed criteria does not automatically confer knighthood.
4. Leadership and the knightly virtues are prerequisites to earning knighthood.
5. The four orders of knighthood are Crown, Flame, Serpent and Sword.
 - a. Knight of the Crown is a civil order for exemplary leadership in the highest echelons of the kingdom and its sponsored chapters.
 - i. The criteria for becoming qualified for Knight of the Crown is to serve as a member of the Monarchy (Monarch, Regent, Champion, Guildmaster of Reeves, or Prime Minister) three times in at least three different offices or twice as Monarch, which special consideration being given to those serving repeatedly in offices of a sponsored chapter of the kingdom.
6. A Knight of the Crown may wear a white belt trimmed with gold.
 - a. Knight of the Flame is a service order for exemplary contributions and service to

- Amtgard.
 - i. Masterhood of the Lion, Rose, Smith or Flame qualifies a person for this knighthood.
- 7. A Knight of the Flame may wear a white belt trimmed with red.
 - a. Knight of the Serpent is an achievement order for excellence in the arts and sciences.
 - i. Masterhood of the Dragon, Owl, Garber or Hydra qualifies a person for this knighthood.
- 8. A Knight of the Serpent may wear a white belt trimmed with green.
 - a. Knight of the Sword is a military order for exemplary fighting skills, battlefield prowess, and honor.
 - i. Earning two of the five military titles (Warmaster, Weaponmaster, Warlord, Defender, and Master Griffon) qualifies a person for this knighthood.
- 9. A Knight of the Sword may wear a white belt trimmed with silver.
- 10. White or near-white belts and baldrics, spurs, and unadorned chains are reserved for knights.
 - a. White belts, near-white belts, and belts that are more than half white are reserved for knights.
- 11. Non-knights may wear Chains with emotional, spiritual, or familial significance.
- 12. The Monarch, Champion, and the Guildmaster of Knights shall enforce rules concerning garb reserved for knighthood.
- 13. Knights may choose to take squires.
 - a. Red belts, near-red belts, and belts that are more than half red are reserved for squires.
- 14. A person must be a member of Amtgard for twelve weeks before they may become a squire.
- 15. Knights and squires may choose to take pages or men-at-arms
 - a. The garb of a page is a yellow belt.
- 16. The garb of a man-at-arms is a black belt trimmed with silver.
 - i. A plain black belt is also commonly used in Dragonspine to signify a man-at-arms.
 - b. A person must be a member of Amtgard for twelve weeks before they may become a page or man-at-arms.
- 17. A knighthood may be removed by a two-thirds vote of the Circle of Knights, a two-thirds vote of the Althing, and the approval of the Monarch.

Section 5. TITLES OF NOBILITY

1. The Monarch may bestow any title of nobility for serving with distinction in the offices of the kingdom or for exemplary service to the kingdom.
2. Unless otherwise stated, the offices served in must be at the kingdom level to qualify for the titles listed below.
3. Although all titles are granted at the discretion of the Monarch, the following criteria is suggested for members who serve with distinction.
 - a. Grand Duke (Grand Duchess) may be granted for serving two complete terms as Monarch and is addressed as “Your Grace.”
4. Archduke (Archduchess) may be granted for serving one complete term as Monarch and one complete term as Regent and is addressed as “Your Grace.”
5. Duke (Duchess) may be granted for serving one complete term as Monarch and is addressed as “Your Grace.”
6. Count (Countess) may be granted for serving one complete term as Regent or one complete term as Monarch of a Principality and is addressed as “Your Excellency.”
7. Marquis (Marquise) may be granted for serving twice as, or two of the three positions of, Guildmaster of Reeves, Champion, or Prime Minister and is addressed as “Your Excellency.”

8. Viscount (Viscountess) may be granted for earning the titles of Defender and Weaponmaster and is addressed as “Your Excellency.”
9. Baron (Baroness) may be granted for serving one complete term as Prime Minister, one complete term as Monarch of a Duchy, or one complete term as Regent of a Principality and is addressed as “Your Excellency.”
10. Defender (Defender) may be granted for serving one complete term as Champion or one complete term as Champion of a Principality and is addressed as “Defender.”
11. Walker of the Middle (Walker of the Middle) may be granted for exemplification of the ideals and conduct of a Reeve and has no special mode of address.
12. Baronet (Baronetess) may be granted for serving as a pro-tem officer of the Monarchy and is address as “Your Lordship” or “Your Ladyship.”
13. Lord (Lady) may be granted for serving one complete term as Monarch of a Barony, or one complete term as Regent of a Duchy, or at the discretion of the Monarch for excellent and continued service to Amtgard, and is addressed as “Your Lordship” or “Your Ladyship.”
14. Nobles may choose to take pages or men-at-arms in the same manner as knights or squires.
15. A title of nobility may be removed by a two-thirds vote of all kingdom nobles, a two-thirds vote of the Althing, and the approval of the Monarch.

Section 6. ORDER OF PRESTIGE

1. The Order of Prestige exists for purposes of roleplay to determine the rank of each person in the kingdom.
2. Rank in the Order of Prestige grants no special powers or duties to the holder of a title or position.
3. The Order of Prestige is as follows:
 - a. Monarch
4. Regent
5. Champion
6. Guildmaster of Reeves
7. Prime Minister
8. Grand Duke
9. Archduke
10. Duke
11. Heir Apparent
12. Marquis
13. Viscount
14. Baron
15. Knight
16. Defender
17. Walker of the Middle
18. Baronet
19. Lord
20. Warlord and Masters of a service order or class
21. Captain of the Guard
22. Scribe, Herald, and Jester
23. Current Weaponmaster
24. Current Warmaster, current Arts and Sciences Champion
25. All other guildmasters
26. All other court positions
27. Royal guardsmen

28. Company or Household head
29. Squire
30. Reeve
31. Company or House officer
32. Page or Man-at-Arms
33. Peasantry

ARTICLE VIII: SPONSORED CHAPTERS

Section 1. GENERAL INFORMATION

1. The kingdom may sponsor other Amtgard chapters, making them a subsidiary part of the Kingdom of Dragonspine.
2. All subsidiary chapters are bound by the Amtgard Rules of Play, rules updates issued by the kingdom, the Corpora where it applies to running groups smaller than a kingdom, and the contract signed with the kingdom.
3. Sponsored chapters should use these bylaws as a guideline for how to run their local government and should therefore have local equivalents of kingdom officers.
 - a. This Corpora is written as a document for governing the kingdom proper and careful attention should be paid to these bylaws to determine the limitations placed upon sponsored chapters.
4. Members of subsidiary chapters are considered to be non-voting members of the kingdom and cannot be dues-paid members of Dragonspine proper.
5. Attendance in a sponsored chapter is determined by counting the number of that chapter's participants in Amtgard at that chapter each weekend and averaging the results over a six month period.
6. The kingdom may audit any sponsored chapter at any time to ensure the smooth operation of the sponsored chapter and to help in the determination of any change in the sponsored chapter's status.
7. Meeting the criteria for a certain status does not automatically convey that status.
 - a. A sponsored chapter must petition the kingdom to request a change of status.
8. The kingdom may demote a sponsored group in status if the sponsored group fails to maintain the criteria for their current status for a period of six months or more.
9. A sponsored chapter of Barony status or greater may supervise nearby shires also sponsored by the kingdom with the permission of the kingdom Board of Directors.
 - a. Shires supervised by a sponsored chapter are eligible to receive orders, titles and masterhoods directly from that sponsored chapter.
10. If the sponsored chapter chooses to write a Corpora, that Corpora must be approved by the Dragonspine Board of Directors.

Section 2. SHIRE

1. A Shire must (i) have at least five members, (ii) have signed a contract with Dragonspine, (iii) have a contract with Amtgard, Inc and (iv) meet at least once every other week
2. The Monarch of a Shire is called a Sheriff.
 - a. A Sheriff may award first and second levels of any order.
3. A Sheriff may not award any titles, knighthoods, or masterhoods.
4. A Regent of a Shire may award first and second levels of Orders of the Rose, Lion, Owl, Dragon, Garber and Façade.

Section 3. BARONY

(See Note 1.)

1. A Barony must ~~(i) have at least twenty members,~~ (ii) have signed a contract with Dragonspine, (iii) have a contract with Amtgard, Inc, (iv) meet at least once a week, (v) have a bank account with a local bank under the chapter's name, (vi) have held elections every six months as per this Corpora, and (vii) organize chapter government using this Corpora as a guideline.
2. The Monarch of a Barony is called a Baron or its equivalent.

- a. A Baron may award first through fifth levels of any order.
- 3. A Baron may not award any titles, knighthoods or masterhoods.
- 4. The Regent of a Barony may award first through fifth levels of Orders of the Rose, Lion, Owl, Dragon, Garber and Façade.

Section 4. DUCHY

(See Note 1.)

- 1. A Duchy must ~~(i) have at least forty members~~, (ii) have signed a contract with Dragonspine, (iii) have been a Barony for at least one year and held at least two sets of Crown Qualification events organized as per this Corpora, (iv) have held elections every six months as per this Corpora, (v) have a contract with Amtgard, Inc, (vi) meet every week, (vii) have a bank account with a local bank under the chapter's name, stably containing at least \$100, (viii) operate as a non-profit group and have a non-profit tax identification number, if possible, (ix) have an active Board of Directors as per this Corpora, (x) organize chapter government as per this Corpora, (xii) maintain a Post Office box.
- 2. The Monarch of a Duchy is called a Duke or its equivalent.
 - a. A Duke may award first through eighth levels of any order.
- 3. A Duke may award the title of Lord once per reign.
- 4. A Duke may award masterhood in the fighting guilds.
- 5. A Duke may not award any other titles or masterhoods.
- 6. A Duke may not award knighthood.
- 7. The Regent of a Duchy may award first through eighth levels of Orders of the Rose, Lion, Owl, Dragon, Garber and Façade.

Section 5. PRINCIPALITY

(See Note 1.)

- 1. A Principality must ~~(i) have at least fifty members~~ (ii) have signed a contract with Dragonspine, (iii) have been a Duchy for at least one year with stable membership, (iv) have held elections every six months as per this Corpora, (v) have a contract with Amtgard, Inc, (vi) meet every week, (vii) have a bank account with a local bank under the chapter's name, stably containing at least \$200, (viii) operate as a non-profit group and have a non-profit tax identification number, if possible, (ix) have an active Board of Directors as per this Corpora, (ix) organize chapter government as per this Corpora, and (x) maintain a Post Office box.
- 2. The Monarch of a Principality is called a Prince or its equivalent.
 - a. A Prince may award any first through tenth levels of any order.
- 3. A Prince may award the titles of Lord, Baronet, and Baron.
- 4. A Prince may award masterhood in the fighting guilds.
- 5. A Prince may not award any other titles or masterhoods.
- 6. A Prince may not award knighthood.
- 7. The Regent of a Principality may award first through tenth levels of Orders of the Rose, Lion, Owl, Dragon, Garber and Façade.

Notes

Note 1: This section has been affected by amendment VI.

ARTICLE IX: BOARD OF DIRECTORS

Section 1. GENERAL INFORMATION

1. The Board of Directors (“DSBOD”, “the Board”, “Board”, “BOD”) shall deal with any government or outside agencies, businesses, or organizations, or any of the local chapter’s subsidiary chapters with regard to contractual obligations and be consulted prior to the change of status in any sponsored chapter of the kingdom.
2. The Board of Directors shall be composed of the Monarch, the Prime Minister, and six elected members.
3. An election shall be held by the Guildmaster of Reeves every January to choose the elected members of the Board.
 - a. Only dues-paid members may run for the Board of Directors.
4. Candidates must announce their candidacy publicly and in writing to the Guildmaster of Reeves at least two weeks prior to the election.
5. Candidates for the Board of Directors must be at least eighteen years old.
6. Board elections shall be conducted by subjecting every candidate to a yes or no vote, with the six candidates who earn the most votes, and get more yes votes than no votes, being the winners.
7. The newest elected member of the Board of Directors who earned the least votes shall be the Alternate and shall only vote in Board meetings when another Board member is absent.
8. No person may hold more than one seat on the Board. *(See Note 1.)*
9. The Board shall meet once a month as needed and all meetings shall be open to the public.
 - a. Board meetings may be canceled by joint agreement of the President and Vice President.
10. Should the membership of the Board fall below five, the board may appoint people to fill the vacant seats until the next board elections.
11. The Board must have quorum to conduct any Board business.
12. Any member of the Board who misses three meetings in a row shall be removed.
 - a. Special situations may be given consideration by the Board.

Section 2. OFFICERS OF THE BOARD

1. The Board of Directors shall elect from their number a President who shall conduct all meetings of the Board.
 - a. The Monarch may not be the President.
2. The Board of Directors shall elect from their number a Vice President who shall serve as President if the President is absent and become President if the position becomes empty.
3. The Board of Directors shall elect from their number a Treasurer who shall (i) be responsible for all funds allocated to the DSBOD, (ii) work closely with the Prime Minister in monitoring kingdom funds, (iii) perform unsolicited audits of the kingdom financial records, (iv) audit all records at the end of each Prime Minister’s term of office before they are turned over to the next Prime Minister, (v) if necessary, seize all kingdom records and finances with the approval of the President, the disposition of which must be handled at the next Board meeting, and (vi) conduct an informal audit of all kingdom records on a monthly basis.
4. The Board of Directors shall elect from their number a Liaison Officer who shall (i) be responsible for contact with all outside agencies, (ii) maintain a mailing and phone list of all agencies the kingdom deals with, and (iii) maintain copies of all contracts between the Board and any outside agency or subsidiary chapter.
5. The Board of Directors shall elect from their number a Secretary who shall record all minutes of all Board meetings and publish them within four weeks.

Section 3. LIMITATIONS OF THE BOARD

1. The Board has no status in the order of precedence and has no jurisdiction over any internal club or local chapter functions except as noted above.
2. The Board has no power to change, amend, alter, or otherwise affect the rulebook, Corpora, or any supplements to either publication.

Notes

Note 1: This Section has been affected by amendment IV.

ARTICLE X: MUNDANE LAWS

Section 1. GENERAL INFORMATION

1. Members are required to obey all federal, state, city, county, and municipal laws.
2. Violations of the law that occur at kingdom functions that endanger members of the kingdom or the public should be reported to the proper authorities.

Section 2. VIOLATIONS

1. In the event that an individual should be caught and/or proven guilty of (i) assault with a deadly weapon (gun, sword, knife, etc.), (ii) possession or trafficking of narcotics, (iii) serving alcohol to a minor, or (iv) any other felony offense on the premises of any Amtgard function, that individual may be punished by the kingdom.
 - a. Punishment may include (i) being expelled from the site of the event, (ii) an immediate call to the mundane law enforcement officials, (iii) being stripped of all titles and knighthoods as per this Corpora, (iv) termination of membership permanently or for one year, as per this Corpora, (v) being banned from Amtgard battlegames, tournaments and events permanently or for one year, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.
2. In the event that an individual should be caught and/or proven guilty of (i) assault with a non-deadly weapon (fist, stick, flagrant abuse of an Amtgard weapon), (ii) petty theft, (iii) willful destruction of property, or (iv) any other misdemeanor offense on the premises of any Amtgard function, that individual may be punished by the kingdom.
 - a. Punishment may include (i) being expelled from the site of the event, (ii) an immediate call to the mundane law enforcement officials, (iii) being stripped of any titles and knighthoods as per this Corpora, (iv) termination of membership for three to six months, as per this Corpora, (v) being banned from Amtgard battlegames, tournaments and for two to six months, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.
3. Any person subject to any punishment by the kingdom may appeal the decision to the Althing by presenting a petition signed by 20% of the dues-paid members to the Althing and receiving a two-thirds vote of the Althing.

Section 3. DISCLAIMER

1. Dragonspine does not condone any illegal activity or physical violence against any person.
2. Dragonspine is a non-sectarian, educational organization.
3. Dragonspine officials are not responsible for any injuries sustained while playing Amtgard.

ARTICLE XI: AFFIRMATION

Section 1. FINAL WORDS

These bylaws were written by the Corpora Committee created by King Alucard II on July 8th, 2003, completed October 6th, 2003, revised by the committee March 9th, 2005 and April 9th, 2005 and adopted by the Kingdom of Dragonspine on April 9th, 2005 during the reign of Queen Azrael-Jade.

Section 2. SIGNERS

Committee Members

Grand Herzog Sir Kurshan Ironknot, Chairman	(Paul Heyser)
Grand Duke Sir Randall Andalsa Egilsson, Editor	(Ben Glickler)
Archduke Sir Ironpaw Lightfoot nav' Nox	(Loran Hoffheins)
Baroness Rhiannon Blackhorse	(Jennifer Reade)
Lady Azrael-Jade Longwalker	(Amy Glickler)

At Large Members

King Alucard Draconis	(Andre Reyes)
Duke Sir GoldCrest	(Jason Hohenstreiter)
Marquis Glenalth Woodwalke	(Christian Shattuck)
Baron Sir Castings Spellflinger	(Josh Stender)

Revision Committee

Queen Azrael-Jade Longwalker	(Amy Glickler)
Grand Duke Sir Randall Andalsa Egilsson	(Ben Glickler)
Marchioness Rhiannon Blackhorse	(Jennifer Reade)

Article XII: Contract

No copy yet available.

AMENDMENTS

Amendment I: RAISING DUES

1. Dues are \$10 every six months.

Amendment II: AMENDING THE CORPORA AND THE RULES OF PLAY

1. For this amendment only, *change* is defined as *a suggested amendment to the Corpora or a suggested change to the Rules of Play*, *the Althing* is defined as *the Althing at which the change will be voted on*, and *submitted* is defined as *presented to the populace in its entirety publicly and online*.
2. The content of a change is controlled by the person submitting the change.
3. A change must be submitted at least one month prior to the Althing.
4. A change may not be altered or revised less than one week before the Althing.
 - a. A change that has been altered or revised must be submitted again at least one week prior to the Althing.
5. A change that fails to pass an Althing vote is considered killed, and the process of approving a change must be started over.
 - a. A change may be tabled by the Monarch rather than killed.
6. A change that has been tabled may be modified and submitted at least two weeks prior to the Althing.
7. If a change modifies or removes an existing portion of the Corpora, the old text shall remain but be crossed out, and a reference to a numbered note that refers to the new Amendment must be placed there.

Amendment III: DUES-PAID MEMBERS OF THE MONARCHY

1. The Monarch, Regent, Champion, and Prime Minister are not required to pay any fees, and are considered to be dues-paid members while in office, and any dues already paid shall resume after they leave office.
2. The Monarch-elect, Regent-elect, Champion-elect, Heir Apparent-elect, are not required to pay any fees to attend the coronation feast at which they take office.

Amendment IV: HOLDING MORE THAN ONE SEAT ON THE BOARD

1. A person who holds a second seat on the Board of Directors through holding the Prime Minister or Monarch seat is not required to give up their elected Board of Directors position, but is only able to wield one vote.

Amendment V: ORDER OF SUCCESSION

1. Should the positions of Monarch and Regent simultaneously be vacant, the Champion may ascend to the position of pro-tem Monarch provided they pass a vote of confidence.
2. Should the positions of Monarch, Regent and Champion simultaneously be vacant, the Althing shall appoint a pro-tem Monarch.

Amendment VI: SPONSORED CHAPTER AUTONOMY

1. A Barony must have at least fifteen members.
2. A Duchy must have at least thirty members.
3. A Principality outside the state of New Mexico must have at least forty members.
4. A Principality within the state of New Mexico must have at least fifty members.
5. To become and remain a Principality, a chapter must seek and gain the approval of Dragonspine to sponsor a nearby chapter of the kingdom.

