



Corpora

of bylaws

Amtgard, Kingdom of Goldenvale Inc.

4th edition

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- 8.1 Distribution of Assets

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

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1.0 Offices of the Kingdom

1.1 Monarch (King or Queen):

- 1.11 Crown elections will be held once every six months. The winner of the election will be the Monarch for the next six months.
- 1.111 Exception - A Crown tourney may be held. The winner of this tourney will become the Monarch for six months or if elections are held, Champion.
- 1.12 Will have an automatic seat at the Althings.
- 1.121 Will have the power to break ties at the Althings.
- 1.13 Shall preside over and conduct all ceremonies and functions.
- 1.14 The Monarch is not required to pay any monthly dues or Kingdom of Goldenvale sponsored feast fees, during his/her term.
- 1.15 May award the following honors:
 - 1.151 Titles of Nobility - granted by patent (discretion of Monarch): Marquis, Viscount, Baronet, Lord (lesser title)
 - 1.152 Titles of Nobility - earned by tenure (for a specific service listed in this Corpora at the discretion of the Monarch): Grand Duke, ArchDuke, 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, Griffin, Hydra, Jovious, Lion, Mask, Owl, Rose, Walker of the Middle, Warrior, Zodiac
 - 1.155 Titles of Masterhood for the service guilds (by tenure): Garber, Reeve, Smith
 - 1.156 Titles of Masterhood for the orders (by tenure): Dragon, Lion/Griffin, Owl, Rose, Warrior (Warlord)
 - 1.157 Garber and Smith credits
 - 1.158 Titles of masterhood (in conjunction with the Prime Minister and class guildmaster) for the fighting guilds.
 - 1.159 Titles of masterhood for the service guilds (by patent).
- 1.16 May create new honors, awards, masterhoods, and titles.
- 1.17 May receive these titles after successfully completing his/her term: (At the option of the incoming Monarch)
 - 1.171 Knight of the Crown (at the option of the incoming Monarch)
 - 1.172 Duke/Duchess (or Grand Duke for serving two or more terms as Monarch)
- 1.18 Shall descend from the throne if he/she misses more than four weeks in a row or Twelve weeks total.
 - 1.181 Exception- special situations will be taken into consideration by the Althing.
- 1.19 No Monarch may have the throne for more than two consecutive terms.
 - 1.1A Only those who qualify at Crown qualifications may try for Monarch.
 - 1.1B Shall hold an automatic seat on the B.O.D. during his/her term.
 - 1.1C A Monarch may remove (strip) a title of honor from a person for repeated proven violations of the corpora and/or rulebook under the following conditions:
 - 1.1C1 agreement of 75% at the vote of an Althing,
 - 1.1C2 agreement of the Prime Minister,
 - 1.1C3 a majority vote of all people with the same title that is removed (i.e.- all Barons would vote for the removal of a Baron title),
 - 1.1C4 agreement of 75% of the local group B.O.D. if the person to be stripped no longer resides in that kingdom.
- 1.1D Note: Titles and honors may never be awarded to the members of another kingdom without that Monarch's permission.

1.2 Royal Consort (Princess/Prince):

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

1.3 Prime Minister:

- 1.31 Once every six months during a Monarch's mid-reign an election shall be held. The winner of this election shall become the Prime Minister for six months.
- 1.32 Must be a dues paid and active member of the group for the six months prior to Prime Minister elections, these dues cannot be retroactively paid
- 1.33 The Prime Minister is not required to pay any monthly dues or Kingdom of Goldenvale sponsored feast fees, during his/her term.
- 1.34 Is responsible for the following aspects of the group funds:
 - 1.341 Collection of all fees and dues
 - 1.342 Maintain and keep accurate records of the group treasury
 - 1.343 Keep accurate records on all group income and expenditures
- 1.35 Maintain accurate records on the dues paid status of all group members.
- 1.351 Must keep records of attendance and active members
- 1.36 Must keep the Member Information files on all members up to date.
- 1.37 Is responsible for providing rule books and newsletters to the populace.
- 1.38 May receive the title: Baron/Baroness after the successful completion of his/her term. (At the option of the current Monarch.)
- 1.39 Shall not miss more than a total of eight weeks else a new Prime Minister must be elected.
- 1.3A Shall hold an automatic seat on the B.O.D. during his/her term.
- 1.3B Must be at least 18 years of age.
- 1.3C The Prime Minister must be Reeve Qualified.

1.4 Champion of the Realm:

- 1.41 The Champion is the individual who placed second in the Crown tourney.
- 1.411 Exception - if the Monarch is elected, then the winner of the Crown tournament shall be the Champion.
- 1.42 Shall maintain a lost and found for the organization.
- 1.43 Responsible that all weapons and armor have been checked for safety and legality.
- 1.44 Responsible for organizing the battlegames on days when no predetermined scenarios are scheduled.
- 1.45 Shall be the defender of the Crown
- 1.46 Will become the pro-tem Monarch if the present Monarch should prematurely leave the throne.
- 1.47 Shall not miss more than four weeks in a row or twelve weeks total else a new Champion must be found.
- 1.48 May receive the title of Defender upon successful completion of his/her term. (At the option of the outgoing Monarch)
- 1.49 The Champion must be at least 18 years of age.
- 1.4A The Champion is not required to pay any monthly dues or Kingdom of Goldenvale sponsored feast fees, during his/her term

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

- 1.51 Five group members shall be chosen by open ballot to serve in this capacity.
- 1.511 An election for the B.O.D. will be held once a year during the first week in January.
- 1.512 The Monarch and Prime Minister will hold automatic seats on the B.O.D. during their terms in office.
- 1.52 The B.O.D. will have no power to change, alter, or otherwise affect the rulebook(s) or Corpora.
- 1.53 The B.O.D. will work with the Monarch and Prime Minister in areas where the group has dealings with various government agencies and their institutions and laws.
- 1.54 The B.O.D. has no status in the order of precedence, and no jurisdiction over internal group functions.
- 1.55 The B.O.D. shall meet to discuss business not less than once every three months.
- 1.56 The B.O.D. shall choose the following corporate officers:
- 1.561 Membership officer and designated agent (i.e.- Secretary)- responsible for maintaining a mailing address for the Amtgard corporation. Will work with the treasurer under the authority of the B.O.D. to handle all corporate business with all government agencies and organizations. Shall list the minutes of all B.O.D. meetings.
- 1.562 Treasurer shall maintain an accurate record of all corporate income and expenditures, specifically in the case of government audits. Will be required to work closely with the Prime Minister in these areas.
- 1.57 Scheduled BOD meetings may be closed to the populace, but the minutes of the meetings must be printed and made available to the populace within four weeks of that meeting.
- 1.5A Members of the BOD must be at least 18 years of age.

1.6 Scribe:

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

1.7 Guildmaster of Reeves:

- 1.71 Shall be chosen from the Reeves guild by election at the Crown Qualifications. Members of the guild who may vote are those who passed the Reeves test with a score of 75% or better, and the current guildmaster.
- 1.72 Shall work with the Monarch and Prime Minister to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.
- 1.73 Shall work with the Champion in checking armor and weapons for safety and legality.
- 1.74 Must make sure that there are an appropriate number of reeves at any Amtgard event, and ensure that the conduct of reeves is competent and fair.
- 1.75 Will be the Crown's advisor on the rules.
- 1.76 Will give the Reeves test every six months at Crown Qualifications.
- 1.77 Dismissal is by a decision of the Monarch and Prime Minister.
- 1.78 May enforce an initial warning, followed by bout forfeit, and then tourney disqualification system for 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 Amtgard events.
- 1.821 Exception: If the Captain is under 18, then the Champion shall be in charge of security at all Amtgard events.
- 1.83 Shall ensure that the Monarch and Consort are properly escorted.
- 1.84 Will share duties with the Champion in terms of carrying out the policies of the Crown.

1.9 Class Guildmasters:

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

2.0 Other Positions

2.1 Colleges of Arts and Sciences:

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

2.2 Reeves Guild:

- 2.21 Members are those who have passed the Reeves test within the last six months with a score of 75% or better.
- 2.22 Though under the jurisdiction of the Monarch and the Guildmaster of Reeves, the Reeves have the following powers over the battlegames:
 - 2.221 May add newcomers and adjust the teams to balance a game.
 - 2.222 May call whether a hit on a person is valid or not.
 - 2.223 May take unsafe people or equipment off the battlefield.
 - 2.224 May take time off a person's death if he died especially well.
 - 2.225 May declare a person dead if he persistently is causing problems.
 - 2.226 May declare the end to a game if play is stagnating.
 - 2.227 May appropriate additional reeves if they are needed.
- 2.23 Reeves are responsible for the following:
 - 2.231 Must ensure that the games are safe to participants and bystanders.
 - 2.232 Shall retrieve expended and discarded equipment.
 - 2.233 Shall help the participants in their understanding of the games.
 - 2.234 Shall ensure that the quality of play is honest and in keeping with the spirit of the rules and corpora.

2.3 Monarch's/Consort's Guard:

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

2.32 Shall escort the Crown and aid the Captain of the Guard in his/her duties.

2.4 Circle of Steel:

2.41 Shall be composed of the captains of all companies with three or more participating members.

2.42 Shall organize and orchestrate company-related activities within the group.

2.5 Consort's Defender:

2.51 Shall be chosen by the Monarch's Consort.

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

2.6 Court Bard:

2.61 Appointment and dismissal are the Monarch's option.

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

2.7 Court Jester:

2.71 Appointment and dismissal are the Monarch's option.

2.72 Responsible for humor and levity at official Amtgard functions.

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

3.0 Amtgard Government

3.1 Althings:

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

3.2 Elections:

- 3.21 Shall be held by the Prime Minister.
- 3.211 Exception- the Prime Minister election will be held by the Guildmaster of Reeves.
- 3.212 Exception— in the absence of the Prime Minister the Autocrat of Crown Qualifications will hold the election in his/her place
- 3.22 The winner of any election requires a simple plurality vote (more votes than the next highest vote receiver).
- 3.23 People must have been in the group for six months in order to vote in any election.
- 3.231 The Crown may also set a minimum attendance and require a contributing membership for determining eligibility to vote in elections.
- 3.24 The Monarch shall break any tie votes in an election.
- 3.25 A person may only be an active member of one group in any six month period (and thus, may only vote in Althings and elections in that one group).
- 3.26 A person is determined to be an active member of their group by actively attending their group's events no less than twice monthly, as determined by sequential sign-in for each delineated six month period. An active and contributing member may only vote in their group's All-things, elections and run for offices of their group.

3.3 Removing Amtgard Officers:

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

3.4 Rules Changes:

- 3.41 Any decision agreed upon by the Monarch and Prime Minister is law until the next Althing (a duration of one to seven weeks).
- 3.42 Temporary rulings may be published in the newsletter.
- 3.43 Final rulings will be added to an addenda sheet for local group use only.
- 3.44 Only the Althing, or the Monarch and Prime Minister, can change, add or delete from the laws of Amtgard.
- 3.45 Any suggested changes to a class should be first passed by the guildmaster of that class.
- 3.46 Rules changes that apply to all groups of Amtgard International require a 75% vote of current

3.5 Dues (donations) and Policies of the Treasury

- 3.51 Dues are \$6 for six months. Though not required of Amtgard members, certain positions and prerogatives may only be applicable to active (dues paying) members. People should read this Corpora very carefully to ascertain the advantages of active (i.e.- donating) membership.
- 3.52 Receipts will be given if requested.
- 3.53 The Prime Minister shall serve in the capacity of group treasurer.
- 3.54 The Monarch or Prime Minister may each spend 10% of the treasury every month in order to run the group. The Althing must vote on any larger expenditures of the treasury.
- 3.55 Dues paying members are entitled to a copy of the rules, the Corpora, and the group newsletter. However, note that the group is not obligated to provide materials to a member if the cost to reproduce those materials exceeds the sum of the dues that particular person paid.
- 3.56 In order for a dues paid member to be able to vote in an election, they should not miss more than twelve (12) weeks in the six (6) month period previous to the election.
- 3.57 In order for a dues paid member to be able to vote in an all thing, they must have signed in within the last six (6) months

4.0 Honors and Awards

4.1 **Knighthood:**

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

4.11 The Monarch of a Kingdom may knight people into any of the four orders. Although not required, candidates for Knighthood should have achieved the criteria listed and have the approval of a majority of the Knights of the Kingdom of Goldenvale. Note that the achievement of criteria set forth does not automatically grant Knighthood. Also note that the traditional positive knightly virtues will go a long way towards achieving the white belt.

4.12 The orders of Knighthood:

4.121 Knights of the Crown:

- a. A civil order for serving in the highest echelons of the group
- b. Colors: white trimmed with gold
- c. Suggested criteria: complete a term as the Monarch or serve in two of the following three positions: Champion, Consort, Prime Minister.

4.122 Knights of the Flame:

- a. A service order for contributions to the group
- b. Colors: white trimmed with red
- c. Suggested criteria: Masterhood in at least one of the following three areas: Rose, Lion, Smith.

4.123 Knights of the Serpent:

- a. An achievement order for excellence in the arts and/or sciences
- b. Colors: white trimmed with green
- c. Suggested criteria: Masterhood in at least one of the following four areas: Dragon, Owl, Garber, Hydra.

4.124 Knights of the Sword:

- a. A military order for fighting skills and battlefield prowess
- b. Colors: white trimmed with silver
- c. Suggested criteria: any of the following honors- Warlord, Defender, Weaponmaster, and Warmaster (equivalent tournament successes will be considered).

4.13 Only those Knights who have been a member of the Circle of Knights (Guild of Knights) for twelve or more weeks may play a paladin or 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.

4.142 A knight should never have more squires than separate orders of knighthood that he/she has achieved.

4.2 Masterhood in the Service Guilds and Orders:

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

4.3 Orders:

- 4.31 Order of the Dragon
 - given by: Monarch, Consort
 - given for: outstanding achievements in the arts (garb, art, music, literature, etc.)
 - limitations: none
- 4.32 Order of the Flame
 - given by: the Monarch
 - given for: given to a group of people (company, household, etc.) for outstanding contributions to Amtgard
 - limitations: only one may be given in each Monarch's reign
- 4.33 Order of the Griffin
 - given by: the Monarch
 - given for: courage, chivalry, and honor on the battlefield
 - limitations: none
- 4.34 Order of the Hydra
 - given by: the Monarch
 - given for: entering enough Crown Qualifications events to qualify for the Crown tourney/election
 - limitations: each person may only receive one Hydra per Crown qualifications
- 4.35 Order of the Jovious
 - given by: the Monarch
 - given for: outstanding attitude
 - limitations: only one may be given in each Monarch's reign
- 4.36 Order of the Lion
 - given by: Monarch, Consort
 - given for: displaying outstanding traits of service and loyalty to Amtgard
 - limitations: none
- 4.37 Order of the Mask (Masque)
 - given by: the Monarch
 - given for: outstanding portrayal of persona
 - limitations: only one may be given in each Monarch's reign
- 4.38 Order of the Owl
 - given by: Monarch, Consort
 - given for: outstanding achievements in the sciences (armor, construction, siege-works, etc.)
 - limitations: none

- 4.39 Order of the Rose
 given by: Monarch, Consort
 given for: beneficial service to Amtgard
 limitations: none
- 4.3A Order of the Walker of the Middle
 given by: the Monarch
 given for: exemplification of the ideals and conduct of reeves
 limitations: a person may never receive more than one of these
- 4.3B Order of the Warrior
 given by: the Monarch
 given for: fighting ability (see the criteria below)
 limitations: higher levels are increasingly difficult to attain.

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 red border	phoenix(Warlord)	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. No one has ever achieved warlord status (10th level or higher) without winning at least two major kingdom level tourneys. These orders are cumulative (think of them as levels). Thus, no one may have both at first, and say, an eighth level order of the warrior at the same time. Also, the levels do not add up (winning three duels, and losing one, they winning three again still only makes for a first level order of a warrior, not second level).

- 4.3C Order of the Zodiac
 given by: the Monarch
 given for: outstanding contributions in any one month
 limitations: only one may be given each month
- 4.3D Note: as with the order of the warrior, orders of all types, when awarded at higher levels, should be harder to earn (i.e.- a person's 7th order of the dragon should be harder to attain than his or her 2nd order, etc.).

- 4.4 Titles of Nobility and Lesser Titles of Honor (awarded by the Monarch):**
- 4.41 Title: Grand Duke
 equivalents: none
 minimum criteria: serve the kingdom two terms as Monarch
- 4.42 Title: Arch Duke
 equivalents: none
 minimum criteria: one term each as a kingdom and Duchy (or Kingdom pro-tem) Monarch.
- 4.43 Title: Duke/Duchess
 equivalents: Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda, Chiangchun
 minimum 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
 minimum criteria: serve the kingdom six months as Royal Consort
- 4.45 Title: Marquis/Marquise
 equivalents: Markgraf, Marchioness, Margrave, Mark, Markis, Margraf, Marques, Marchese, Margravine, Marquee
 minimum criteria: serve in each of the following positions of a kingdom- Monarch, Consort, Prime Minister
- 4.46 Title: Viscount/Viscountess
 equivalents: Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha
 minimum criteria: have held both the following positions of a kingdom- Champion, Weaponmaster
- 4.47 Title: Baron/Baroness
 equivalents: Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone
 minimum criteria: serve the kingdom six months as Prime Minister
- 4.48 Title: Baronet
 equivalents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum
 minimum criteria: serve in a pro-tem position for any of the following kingdom positions: Monarch, Champion, Prime Minister, Consort
- 4.49 Title: Lord/Lady (lesser title)
 equivalents: Hlafweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sheriff, U, Sayid, Agah, Rabban, Chieftain
 suggested criteria: Monarch's discretion (service to Amtgard)
- 4.4A Title: Defender (lesser title)
 equivalents: none
 minimum criteria: serve the kingdom six months as Champion

5.0 Order of Precedence

5.1 Royalty, Nobility, Peerage

- a) Monarch (King/Queen)
- b) Prime Minister
- c) Champion
- d) Royal Consort
- e) Grand Duke
- f) Arch Duke
- g) Duke
- h) Ducal Chancellor
- i) Ducal Champion
- j) Ducal Consort
- k) Count
- l) Marquis
- m) Viscount
- n) Baron
- o) Baronial Chancellor
- p) Baronial Champion
- q) Baronial Consort
- r) Knighthood
- s) Baronet
- t) Warlord
- u) Defender
- v) Sheriff
- w) Shire Chancellor
- x) Shire Champion
- y) Shire Regent
- z) Lord/Lady
- aa) the title of Master
- bb) Esquire

5.2 Other Positions:

- cc) Guildmaster of Reeves
- dd) Captain of the Guard
- ee) Scribe, Court Herald, and Jester
- ff) Weaponmaster
- gg) Warmaster, Arts & Sciences champion
- hh) All other guildmasters
- ii) All other court positions
- jj) Royal guardsmen
- kk) Masters of service orders
- ll) Masters of guilds
- mm) Company/House heads
- nn) Squire
- oo) Reeves guild
- pp) Company/House officers
- qq) Man at Arms, Woman at Arms, and Page

6.0 Crown Tournament and Qualifications

6.1 Qualifications:

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

6.2 The Month of Crown:

- These events occur twice a year during the period of Crown Qualifications and Monarch selection
- 6.21 Event: Guildmaster elections
Date: one week prior to and during Crown Qualifications
Sponsor: Prime Minister
 - 6.22 Event: Crown Qualifications
Date: one or two weeks prior to the Crown tournament/Election
Sponsor: highest uninvolved group officer (excluding the Prime Minister)
 - 6.221 The winner of the cultural events at Crown Qualifications shall hold the title of group Arts and Sciences Champion for 6 months.
 - 6.222 The winner of the war events at Crown Qualifications shall hold the title of Warmaster for six months.
 - 6.23 Event: Crown tournament
Date: third weekend of the month, once every six months in January and July
Sponsor: same as for Crown Qualifications plus the Guildmaster of Reeves.
 - 6.24 Event: Crown Coronation Feast
Date: one or two weeks after the Crown tournament
Sponsor: outgoing Royal Consort
 - 6.25 Event: Weaponmaster tournament
Date: one or two weeks before Midreign Feast
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.

6.3 Crown Qualifications

The rules of Crown Qualifications should be printed and made available to all Amtgard members regardless of Donating status, free of charge on or after the date of the initial vote to determine if the new Monarch will be by ballot or by tourney. Candidates for Monarch, Champion and for Consort must declare separately. Qualification requirements for Monarch, Champion, and Consort are all

identical. The names of all club members who would be qualified to run for Monarch and/ or Consort (Should they so desire) will be published 4 weeks prior to Crown Election as will all club members eligible to vote in Crown Election. In the following text the words "Crown Contestant" or "Contender" or "Candidate" refer to those going for Monarch, Champion, or Consort.

6.31 Crown Calendar

- 6.311 6 weeks prior to Crown Elections / Tourney
All contributing club members vote whether to select the Monarch by vote or by tourney.
Vote to be taken and tallied by the Prime Minister
- 6.313 3 weeks prior to Crown Elections / Tourney
Crown Gaming Tourney Begins
- 6.314 2 weeks prior to Crown Elections / Tourney
Crown Declarations due to the Prime Minister.
Contestants for Monarch, Champion and Consort must declare separately.
Written Entries for Crown due.
Guildmaster Elections
- 6.315 2 weeks prior to Crown Elections / Tourney
Crown Qualifications (begin 10:00am)
Crown Elections and/or Tourney
- 6.316 2 week after Crown Election / Tourney
Crown Coronation Feast

6.32 Sponsors

- 6.321 Autocrat: In charge of running the entire process of Crown Qualifications and overseeing all of the judging of cultural entries. In the instance that the Prime Minister is unavailable to take the votes for the officer elections, the Autocrat is responsible for taking the votes in his/ her stead.
- 6.322 Poetry, Composition, and Factual Writing: In charge of collecting, choosing judges, and tabulating the results (then giving them to the Autocrat) of any written entry. All written entries must be in the hands of the sponsor 1 week prior to Crown Qualification Tourney. Note: You must provide five (5) typed copies of each of your entries to the sponsor.
- 6.323 Gaming: In charge of running all of the gaming events.
- 6.324 Crown Tests: In charge of administering and scoring the Reeve, Corpora, and Heraldry tests. It is up to the Guild Master of Reeves to write the Reeves test, the Guildmaster of Heraldry to write the Heraldry test, and the sponsor of this event to write the corpora test. All Crown Contestants and Consorts must take and pass the reeves test and the copora test.
- 6.325 Crown and Guildmaster Elections: In charge of tabulating the votes for crown elections including, voting for a tourney or election, voting on the new Monarch. Also in charge of insuring that each fighting guild holds an election and summing up the results. Run by the Prime Minister
- 6.326 Crown Feast: In charge of running the Crown Feast. Run by the Consort or Regent

6.33 Entries

- 6.331 Any club member may enter an event or contest. You do not have to be a Crown candidate to enter crown qualifications. There is no number of entry requirements for those not running for Monarch, Champion or Consort. Those running for Crown or for Consort must enter the required minimum number (7) of separate categories.
- 6.332 In the event any contestant for crown strongly disagrees with his or her scores, the Qualifications Autocrat may be approached and may or may not (at his or her discretion) choose to review the scoring. Arts and Sciences Guildmasters who are not running for Crown, Masters of Service orders who are not running for crown, and the Prime Minister can be polled on the appropriateness of the scoring and a consensus of opinion can result in re-scoring the entry(s) in question by said Guildmasters, Masters, Prime Minister and Autocrat.
- 6.333 Any prospective Crown and/or Consort candidate denied qualification by a negative review of the Arts and Sciences Guildmasters may appeal to the club populace. In such a case the active and contributing members (voting members) may vote on whether the contestant in question may be

allowed to run for Crown.

- 6.334 A person may have several entries in any one category however the same entry may not be entered in more than one contest
- 6.335 Entries must have been made solely by the person entering them (except for joint entries) and must have been made since the last Crown Qualifications.
- 6.336 In the case of doubt of the origins of an entry (who made it) the person with the entry will be asked to verify that he/she actually made it. The Monarch, Consort, and Prime Minister are the final judge of authenticity (and legality) in this case. As in the case of moving entries to other categories the Arts and Sciences guildmasters will decide if any of the above listed officers have conflicting interests.
- 6.337 A joint entry will count as only 1/2 a category for purposes of qualifying for crown.
- 6.338 A prospective candidate must average at least a 3.0 or greater in his/her 7 best categories (best score per category) in order to qualify for crown.

6.34 Crown Contestants

- 6.341 All Crown Contestants must take and pass the reeves test (75%). Those failing to pass the reeves test can be allowed to take a second test. In no event may a Crown Contestant take any qualifying test more than twice to qualify for crown.
- 6.342 All Contenders for crown must be contributing members for the six (6) months prior to crown qualifications. Contributions can not be made retroactively. Contributing members who will be eligible to run for crown will be published in the Newsletter 4 weeks prior to the Crown Elections / Tourney.
- 6.343 Contestants must have been in the club for the last six (6) months prior to the crown selection process.
- 6.344 Contestants must have attended at least twelve (12) events in the past six (6) months.
- 6.345 Contestants for Monarch, Champion and Consort must enter a minimum number of seven (7) cultural events. The following do not count toward the minimum number of events:
- a. Reeves Test
 - b. Copora Test
 - c. Place Encampments
- 6.346 Gaming counts as only one event, regardless of how many different games a person enters. Gaming is considered a quality entry and will only count towards one of the seven (7) entries when the Contestant enters atleast three (3) events and places in one.

6.35 Judging

- 6.351 All events will be judged by a panel of no fewer than five (5) nor more than ten (10) judges.
- 6.352 Scores will be added and averaged by the Autocrat or by a designated assistant.
- 6.353 All Judges must be club members and may not judge a contest or event in which they have an entry.
- 6.354 In the event any judge, in the opinion of the Autocrat, is unreasonably biased, as evidenced by consistent wildly divergent scores when compared to the rest of those judging, then the Autocrat shall have the option of discarding that judge's scores for all entries in the category being judged and/or *calling for another person or persons to re-judge the category. *(This will be true only in those events which are judged by less than Five (5) persons.) If such a bias is evidenced and there are ten (10) persons judging then the biased scores will be thrown out for all contestants down to a minimum of five (5) judges if necessary.
- An example to make this clear: If your friend is running for crown and you are judging an event in which he has an entry and all the other judges score the entry as a one (1) and you score it as a five (5) you can be sure the Autocrat will question and possibly disallow your scoring.
- 6.355 JUDGES MUST, AS NEARLY AS POSSIBLE, BE IMPARTIAL IN THEIR SCORING
- Note: All those interested in judging should contact the Autocrat prior to Crown Qualifications.

6.36 Scoring and Qualifying

- 6.361 Contests / Events will be scored on a scale from one (1) (Low) to ten (10) (High) by the panel of

judges.

- 6.362 Orders for entries will be awarded as per the Corpora of Kingdom laws.
- 6.363 Contestants passing the Reeves test and the Copora Test and entering the required minimum of seven (7) cultural contests, and achieving an average score of 3.0 or better (best scores in seven (7) separate categories) will qualify for crown, however see below.
- 6.364 Arts and Sciences officers, Monarch, Consort (those not running for crown), and the Prime Minister may question the quality of a contestant's entries. By majority vote of these Guildmasters the contestant will not be allowed to run should their entries not meet minimum standards. A contestant so denied may appeal to the club populace. In such a case the voting club members may vote on whether the contestant in question did or did not qualify.

6.37 **Placing**

- 6.371 For purposes of interest, overall standings will be computed by the traditional system of five (5) points for a first place, three (3) points for a second place, and one (1) point for a third. Multiple ties for a place with full point value, will be awarded, however see below.
- 6.372 No more than 50% (rounding up) of the total number of entries of an event / contest may place. Entries in events scored on the one (1) to ten (10) scale may always place if their average score is 7.5 or higher. Also, test results that equal or exceed the percentage required to pass may also place.
- 6.373 Scores necessary to pass:
 - a. Reeves Test 75% or higher
 - b. Corpora Test 75% or higher
 - c. *Heraldry Test 50% or higher

*Note: Test may be taken and passed by those running for Monarch, Consort, or Champion and used as one of their 7 minimum entries.

- 6.374 Orders of awards for quality entries are based on the following criteria as well as placing first in an event and scoring 7.5 or higher
- 6.375 Events requiring intelligence and thought and service oriented - Order of the Rose. An order should be awarded to the person who scored highest on any of the tests, as long as they have not scored higher in the past.
- 6.376 Events utilizing artistic abilities - Order of the Dragon.
- 6.377 Categories / entries which are science oriented (not necessarily artistic although they could be artistic as a secondary consideration,) - Order of the Owl.
- 6.378 Events requiring combat and fighting skills - Order of the Warrior.
- 6.379 Any Bardic event - Order of the Dragon
- 6.37A All those qualifying for crown receive the order of the Hydra

6.38 **War Events**

War events are an acknowledgement that Amtgard is a fighting society and are provided for the interest and enjoyment of the populace. Even though some may have no particular interest in the cultural event portion of the Crown Qualifications they are encouraged to enter the war event portion.

- 6.381 These are official Crown Qualification events. Contestants are required to enter all of the events (minimum of 5) in order to qualify. Exceptions in the event of medical considerations are possible and will be decided at future all things if necessary.
- 6.382 Judges for all events are needed. Preferably judges for the war events should be members of the Reeves guild.
- 6.383 Note: All those interested in judging should contact the Autocrat prior to Crown Qualifications.

6.39 **The Choosing of Monarch**

- 6.391 All contributing members may vote from 1:00 p.m. to 4:00 p.m., 6 weeks prior to Crown Qualifications to determine whether the next Monarch will be chosen by ballot or by tourney.
- 6.392 If the vote is for the ballot method, the Prime Minister will run an election, or in his/her absence he autocrat of Crown Qualification, on the day of the Crown Tourney, before the Tourney itself to determine who will be the next Monarch. The voting hours will be from 1:00 p.m. to 4:00 p.m. at

which time the polls will be closed. If anyone who is entitled to vote cannot be present to vote on that day then he or she may get a signed and dated proxy (Proxy must be specific and not general,) to the Prime Minister on that day. The Prime Minister is responsible for taking and tallying all votes and proxies.

- 6.393 If the vote is for the tourney method of selection, then the crown tourney will be held at 1:30 p.m. by the present Champion unless he/she is a Crown Contestant in which case it will be run by the Guildmaster of Reeves, then the Guildmaster of Smiths, then the Guildmaster of Gladiators, then a person of the Monarch's Choice, on the day scheduled.
- The format will be either a round robin or double elimination. The winner of the tourney will be the new Monarch and the second place winner, the new Champion.
 - The Crown Tourney will be fought by the honor code of the Order of the Lion and the Order of the Griffin.

Note: Whether or not if the Monarch is selected by popular vote or tournament, the champion will be heir to the throne if the Monarch cannot complete his/her reign.

- 6.394 The times of the voting can be changed by the Monarch, Autocrat and Prime Minister provided it is announced two weeks prior to the vote in question. There must be at least a two (2) hour window in which to place a vote for either the Monarch or the process in which they are to be chosen.

6.3A Cultural Events

- 6.3A1 Although events may be added or deleted, crown contestant requirements for entering a minimum of seven (7) events will be based solely on the list presented below. Also note that Monarch, Consort, and Prime Minister are together the final judges as to which category a specific entry is qualified for in the case of disputes.

The below are presented as broad categories with many sub categories within. Should there be a minimum of four (4) entries of one type within any one category, that category will be placed into its own contest. i.e. Four (4) pieces of jewelry are entered into art / 3-D, Those pieces would form the new category of jewelry. The exception to this is when it would leave the original category with less than three (3) entries.

- 6.3A2 Each entry (excepting written entries) must be accompanied by a piece of paper with the owners name, the category, sub category (when appropriate) title and a brief description of the piece of work explaining any techniques used, historical value or whatever might help the judges facilitate a proper score for the object.
- 6.3A3 All entries should pertain to Amtgard and/or the medieval or fantasy genres that Amtgard attempts to recreate.
- 6.3A4 Categories
- Art, Flat (2-D):** Includes original sketches, drawings, paintings, photography and any other art forms rendered on a flat medium.
 - Art, 3-D:** Includes sculpture, jewelry, ceramics and other art forms done in three dimensions.
 - Art, 3D Painting:** for entries that are 3D in nature and have been painted by the entrant, but the initial item was not of the entrant's creation. Includes miniatures and some ceramics.
 - Composition:** Five pages or less. Includes persona histories and short stories.
 - Factual / Informative Writing:** Includes essays, how-to articles, historical research, publications, Amtgard tests etc. Five (5) pages or less.
 - Poetry:** Any poetry forms, free verse, song lyrics, etc.

Please note: Any one entering categories 3, 4 or 5, must provide the sponsor with Five (5) hard copies of each entry.

- Construction, Armor:** Legal Amtgard armor judged on basis of construction, effort and appearance.
- Construction, Weapon:** Amtgard legal weapons judged on safety, quality of construction, originality and appearance.
- Construction, Shield:** Amtgard legal shields judged on safety, quality of construction, originality and appearance.
- Construction, Passive:** Includes items not otherwise listed such as helmets, metal weapons, furniture, chests, etc. Judged on quality of construction, appearance and originality.

k. **Cooking, Best tasting:** Food or drink. Must be a dish that could have been made in medieval society. Main Dish, Appetizer, Dessert, and Viting are subcategories of this group.

l. **Garb, Fighting:** Includes all garb made for use on the battlefield. Light armor may be worn but see separate Construction, Armor category. Judged on quality of construction, originality and appearance.

m. **Garb, Formal:** Includes garb not meant to be worn on the battlefield, i.e. feast garb, court garb etc. Judged on Appearance, originality, and quality of construction.

Please Note: All Garb entries may be worn by self or a model.

n. **Instrumental Music:** No vocal accompaniment

o. **Singing:** With or without accompaniment. May be a rendition of a period piece or of an original composition written in a medieval style.

p. **Recitation:** Original or period poetry or stories.

Note: There is a five (5) minute time limit on instrumental music, singing or recitation.

q. **Place Encampments:** Pavilions, camping areas, etc. In general, any area designed to add a medieval ambiance to the gathering.

r. **The Rose:** Banners, personal favors, belt, sashes, etc. Judged on appearance, construction and originality. Items should be intended to benefit Amtgard. The definition of the Rose should be kept in mind when judging, i.e. for service to the club.

s. **Gaming:** Includes chess and pente. Other games can be added if there is specific interest. If you want games added please make your wishes known to the Autocrat of Gaming. To receive a credit, a participant must participate in three or more games and place in one.

t. **Test, Corpora:** A 20 question test on the Amtgard, Kingdom of Goldenvale, Corpora of laws. A score of 75% or higher is required to pass. Crown contestants must take and pass this test.

u. **Test, Heraldry:** A test administered on the principles of basic Medieval Heraldry. A score of 50% or more is required to pass this test. This test (or the corpora test but not both) may be counted as one of the seven (7) required entries to pass.

v. **Test, Reeves:** A general test over the rules, both theory and application. Passing score is 75% or more. Crown contestants must take and pass this test. Candidates failing this test will be given a second test if they wish. The most that one can score on this second test is a 75% regardless if the actual score is higher.

w. **Needlework:** Category includes any fine hand work crochet, knitting, embroidery, tatting, needlepoint, etc. Judged on quality of construction, artistic merit, and originality.

x. **Garb Accessory:** Includes belt favors, pouches, belts etc. that may not fit into other categories such as the Rose. Judged on quality of construction, originality and appearance.

y. **Heraldic art:** Any heraldic device presented in an artistic manner such as in a painting or needlework. Judged on appearance, design, and quality of work. All works should be blazoned properly though it will not be a factor in judging.

Note: The Autocrat reserves the right to split categories should the number of entries require. Conversely, if there are too few entries to actually qualify as a contest, the entries will be moved to another category if possible. It is up to the Autocrat to help and assist entrants in placing their entries into the appropriate categories.

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) Board of Directors.
- 7.3 New groups must have a sponsoring kingdom.
- 7.4 This corpora is written with Kingdom level groups in mind. Smaller new groups may form and change status through the hierarchy of Shire/Barony/Duchy/Kingdom via the following criteria:
- 7.41 Shire- as per the contract
- 7.42 Barony- as per the contract
- 7.43 Duchy- as per the contract
- 7.44 Kingdom-
- 7.441 as per the contract, and
- 7.442 a majority vote of the Monarchs of all currently existing kingdoms
- 7.5 All new groups are bound by the Amtgard rules (handbook), this corpora, and the contract.
- 7.6 Awards and Orders:
- 7.61 New groups may award orders by type (i.e.- so many roses, etc.) up to a maximum level as follows:
- 7.611 Shire- second level
- 7.612 Barony- fifth level
- 7.613 Duchy- eighth level
- 7.62 Sponsoring Kingdoms may award any number of awards and orders to new groups under their jurisdiction.
- 7.7 Titles:
- 7.71 New groups may not award titles of Nobility, Knighthood, and Masterhoods until and if they achieve kingdom status.
- 7.72 New groups may create their own awards, orders, and non-noble titles.
- 7.73 Sponsoring kingdoms may award titles to new groups under their jurisdiction.
- 7.74 Suggested criteria for titles awarded to former (stepping down) officers of new groups (Awarded by the sponsoring Kingdom's Monarch):

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

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

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

8.0 Dissolution of Corporation and Distribution of Assets

8.1 Distribution of assets

- 8.11 Immediately upon the dissolution of the corporation, all assets must be eliminated in a fair and legal fashion. Such elimination of assets must be completed within thirty days of termination of this Agreement, at the end of which period a full report must be forwarded to the Board of Directors as previously described. Options for the elimination of assets include:
 - 8.111 Use of cash on hand for the sponsorship of a final special event.
 - 8.112 Contribution of cash assets and/or capital property to a legally recognized non-profit charitable organization.
 - 8.113 Return of dues to members who paid them, return of capital properties to donors, equal redistribution of special event profits to members who purchased tickets to the event, etc.
 - 8.114 Whatever method used must be in compliance with all applicable laws and reported in detail to Amtgard, Inc. within thirty days of termination.