

Amtgard: The Kingdom of the Wetlands

Official Corpora of Bylaws

Last Updated November 20, 2000

Definitions

1.0 Club Membership

2.0 Dues and Policies of the Treasury

3.0 Kingdom Althings

4.0 Selection and Removal of Club Officers

5.0 Kingdom Officers

6.0 Provincial Officers

7.0 Kingdom Councils

8.0 Kingdom Calendar

9.0 Honors and Awards

Appendix A – Update history

Definitions

- Althing** - A gathering of the populace to discuss club issues.
- Barony** - A province that has been meeting for at least a year with an average populace of 15 players.
- Board of Directors** - The mundane governing body of Amtgard: Kingdom of the Wetlands.
- Bylaw** - A rule in the corpora regarding an aspect of kingdom government.
- Champion** - The club officer in charge of ensuring safety within his or her group.
- Class** - The fighting classes as defined in *Amtgard: Handbook on the Rules of Play*.
- Class Guild** - A group for players who play a given class to discuss and promote the class.
- Class Master** - An individual who has been recognized for playing a particular class exceptionally.
- Club** - Amtgard: The Kingdom of the Wetlands and/or official Wetlands provinces.
- Club Officer** - An officer of the kingdom or a province.
- Confirmation Election** - A vote to confirm or reject the appointment of a pro-tem officer.
- Contributing** - A member of the kingdom that has paid dues and met certain attendance requirements.
- Coronation** - An event held to celebrate the induction of a new Monarch. The terms Endreign and Coronation are synonymous, since whenever a Monarch steps down a new one must step up.
- Credit** - Experience points in a class that determine at what level an individual can play in that class. Equivalent to "weeks of experience" as mentioned in *Amtgard: Handbook on the Rules of Play*.
- Culturals** - The arts and sciences competition at crown qualifications.
- Duchy** - A province that has been meeting for at least eighteen months with an average populace of 30 players.
- Donations** - Money donated to the club above and beyond standard dues.
- Election** - The democratic process by which people are chosen based on majority opinion.
- Endreign** - See **Coronation**.
- Grand Duchy** - A province that has been meeting for at least two years with an average populace of 60 players.
- Kingdom** - An independent regional entity in Amtgard consisting of a group of member provinces.
- Kingdom Level** - Anything sponsored and/or governed by the kingdom government.
- Law** - Mundane ordinances. Note: mundane law always supercedes rules and bylaws.
- Local** - Pertaining only to a province.
- Majority Vote** - A candidate or proposal must get more than half of the votes to succeed.
- Member Provinces** - Groups that have been declared a member of the kingdom by althing.
- Monarch** - The ruler of a province or kingdom.
- Mundane** - Anything not pertaining directly to Amtgard; i.e. the outside world, real life.
- Native Populace** - Those members of a province that claim that province as their home park.
- Outpost** - A province that does not meet the requirements to be a shire.
- Plurality Vote** - A candidate or proposal must get more votes than any other candidate to succeed.
- Populace** - All the people who play Amtgard in a kingdom and all that kingdom's member provinces.
- Principality** - Another word for grand duchy.
- Prime Minister** - The chief recording and treasury officer of a province or kingdom.
- Pro-tem Officer** - An individual who serves in an office that has been vacated in mid-term.
- Province** - Any Amtgard group that is part of a kingdom.
- Provincial Level** - Anything sponsored and/or governed by an individual provincial government.
- Provincial Monarch** - The ruler of a province, such as Sheriffs, Barons, Dukes and Grand Dukes.
- Regent** - The club officer in charge of promoting arts and sciences within his or her group.
- Reign** - The period of time lasting from one coronation ceremony to the next.
- Rules** - Framework set down in *Amtgard: Handbook on the Rules of Play* for playing the game of Amtgard.
- Shire** - A province that has been meeting for at least six months with an average populace of 5 players.
- Statecraft** - The competition at crown qualifications designed to test the leadership skills of candidates.
- Waiver** - A legal document releasing Amtgard and its players from any liability if someone is injured.
- Warskill** - Combat held using the rules of Amtgard; fighting portion of events or tournaments

1.0 Club Membership

1.1 Populace - The populace of the Wetlands includes all individuals affiliated with the Wetlands or a Wetlands province. All members of the populace must meet the following requirements to play Amtgard in the Kingdom of the Wetlands:

- 1.1.1 A kingdom waiver must be signed.
- 1.1.2 If under 18, an EMS release form must also be signed.
- 1.1.3 Must abide by all Amtgard rules of safety as defined in the most current edition of the *Amtgard: Handbook on the Rules of Play*.

1.2 Contributing Members - Members of the populace who pay dues and meet certain attendance requirements are entitled to certain rights and privileges as contributing members of the kingdom. Non-contributing members may still attend activities such as feasts, tournaments and camping events, but they do not have voting rights in club government, nor may they run for any club office.

1.2.1 Requirements - An individual must do the following to be a contributing member:

- 1.2.1.1 Must have paid dues for the current reign (see §2.1).
- 1.2.1.2 Must have signed in at Wetlands provinces or events at least eight times in the last six months.
- 1.2.1.3 Must not be an active member of any other Amtgard kingdom.
- 1.2.1.4 Must claim membership to one province of the Wetlands, and may switch memberships between provinces only once per six months.

1.2.2 Rights - Contributing members have the following rights and privileges:

- 1.2.2.1 Entitled to one copy of *Amtgard: Handbook on the Rules of Play* and the Wetlands Corpora at the beginning of their membership. However, the club 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 has paid.
- 1.2.2.2 Entitled to a copy of all new official kingdom publications for the cost of reproduction.
- 1.2.2.3 Have the right to vote in kingdom government, including althings and elections.
- 1.2.2.4 Have the right to run for club office.

1.3 Attendance Credits - Attendance credits are given out for attending Amtgard functions and determines the level at which a player can play a class in Amtgard battlegames. For more information on Amtgard battlegames, refer to *Amtgard: Handbook on the Rules of Play*.

- 1.3.1 No more than one credit may be earned in a single week for normal Amtgard weekly meetings such as provincial battlegames, fighter practices, arts and science nights, etc.
- 1.3.2 Provincial monarchs may grant additional credits for exceptional attendance.
- 1.3.3 No more than six credits may be earned in any one month except by the following:
 - 1.3.3.1 One credit may be earned by traveling more than 200 miles one way to a kingdom level event.
 - 1.3.3.2 One credit may be earned for each day one attends a kingdom level event.
 - 1.3.3.3 The Kingdom Monarch may grant additional credits at his or her discretion.

1.4 Provinces - The Kingdom of the Wetlands is composed of several sub-chapters called provinces.

1.4.1 Provincial Size - The size of a group plays a significant role in determining the title of a province. Therefore the following bylaws apply to the methods by which a province's size is determined.

- 1.4.1.1 Only the native populace is considered. This keeps players that sign in at multiple provinces from falsely inflating the size of those provinces.
- 1.4.1.2 Each individual in the kingdom may only be a member of the native populace of one province.
- 1.4.1.3 Provincial size is the average number of native populace members that sign in at a province's weekly meetings over the previous six months.
- 1.4.1.4 The Monarch and Prime Minister may use a twelve-month average for provinces that have a populace that varies significantly in size on a seasonal basis such as college towns.

1.4.1.5 Provincial record keepers must present provincial sign-in sheets to the Prime Minister at least twice per reign.

1.4.2 Provincial Title - Each province is given an official title by the Monarch and Prime Minister based on the group's age and the size of its native populace.

1.4.2.1 Outpost - Any group of waived players. This title merely implies kingdom sponsorship of a group that has not met the requirements to become a shire or who, in the opinion of the Monarch and Prime Minister, holds its weekly meetings in a geographically remote location relative to the rest of the kingdom.

1.4.2.2 Shire - Any group with a native populace of 5 or more waived players that has played regularly for six or more months.

1.4.2.3 Barony - Any group with a native populace of 15 or more waived players that has been an official shire of the Wetlands for six months or more.

1.4.2.4 Duchy - Any group with a native populace of 30 or more waived players that has been an official barony of the Wetlands for six months or more.

1.4.2.5 Grand Duchy - Any group with a native populace of 60 or more waived players that has been an official duchy of the Wetlands for six months or more.

1.4.3 Promotion

1.4.3.1 Provinces that meet the criteria for a higher title may petition the kingdom for promotion.

1.4.3.2 Official provinces may only be promoted with the agreement of the Monarch and Prime Minister.

1.4.3.3 New groups may only be admitted to the kingdom with the approval of a kingdom althing.

1.4.4 Demotion

1.4.4.1 Each province should be reviewed by the kingdom Monarch and Prime Minister at least once each reign.

1.4.4.2 If the Monarch and Prime Minister determine that a group no longer meets the requirements for its current title, they may demote the group to an appropriate title.

1.4.4.3 Groups that have stopped having regular meetings altogether may be declared defunct and have their status as an official province removed by a decision of a kingdom althing. Defunct provinces must re-petition the kingdom as a new province to regain official provincial status.

2.0 Dues and Policies of the Treasury

2.1 Dues - Contributing members must pay dues. To assess the benefits of becoming a contributing member see section 1.2.

2.1.1 Dues are per *Amtgard: Handbook on the Rules of Play* (Currently, \$6 per six months).

2.1.2 Dues shall be paid to the provincial recording officer or the kingdom Prime Minister.

2.1.3 Dues expire at Crown Qualifications regardless of when they were paid. All contributing members must pay dues directly to the kingdom Prime Minister or through his or her provincial record keeper at Crown Qualifications in order to vote that day unless they have an Extended Membership Agreement (See §2.2) with the kingdom.

2.1.4 Membership dues are split between the kingdom and the provinces at a rate of one dollar for the kingdom and five dollars for the province.

2.1.5 The Prime Minister will split any dues paid directly to him with the payee's province.

2.1.6 Provinces shall pay the required percentages at Crown Qualifications.

2.2 Extended Membership Agreement - An extended membership agreement may be attained by paying the Prime Minister for several reigns' worth of dues at one time.

2.2.1 Dues paid to extended membership agreements go directly to the kingdom and are not shared with provinces.

2.2.2 The Prime Minister must provide a receipt documenting the mundane name of the payee, date of the payment, amount paid and the Prime Minister's mundane signature.

2.2.3 The holder of an extended membership agreement must present his or her receipt in lieu of dues at future Crown Qualifications. The Prime Minister will validate the receipt with his initials and date and return it. When the term of the extended membership agreement has expired the Prime Minister will dispose of the receipt.

2.2.4 The Prime Minister is responsible for tracking extended membership agreements, and must provide the next Prime Minister with a complete list of all extended memberships purchased in his or her reign and all previous reigns.

2.3 Donations - Donations may be made directly to the kingdom through the Prime Minister or to the province. Donations made at the provincial level need not be forwarded to the kingdom.

2.4 Expenditures

2.4.1 All expenditure of kingdom moneys must be requested in writing and approved by either the Monarch or Prime Minister in advance.

2.4.2 Major expenses for Corpora required activities (Crown Coronation, Midreign, etc) can consist of expenditures of up to 70% of the kingdom treasury.

2.4.3 The Monarch and Prime Minister may each spend up to 10% of the kingdom treasury each month in order to run the kingdom.

2.4.4 Receipts are always required for any expenditure. No reimbursements for expenses, either approved or unapproved, will be made without a receipt.

2.5 Income - Any money earned by running a kingdom-sponsored event or function must go to benefit the kingdom treasury, a provincial treasury or an official mundane charity approved by the Monarch. No one may gain personal profit under the pretense of running an official kingdom sponsored event. However, merchants may sell their own wares or services at events for personal profit.

2.6 Relics - While kingdom relics are considered the property of the wielder, actual ownership is always retained by the kingdom. Thus, relics (or the use thereof) may not be sold by the wielders. Relics may, however, be shared within the household or fighting company of the wielder.

3.0 Kingdom Althings

3.1 Althing Scheduling

3.1.1 At least two scheduled althings shall be held each reign.

3.1.2 Only the Monarch, Regent or Prime Minister may call an althing.

3.1.3 At least two weeks written notice must be given to each province for any althing. Court may not serve as an impromptu althing.

3.2 Althing Policies

3.2.1 Anyone may attend; only contributing members may vote on kingdom policies.

3.2.2 The Monarch or Regent shall set down the rules of order.

3.2.3 The Prime Minister shall preside over kingdom althings.

3.2.4 The Champion is responsible for enforcement of order at althings.

3.2.5 Rulings will be published to the populace within one month of the althings.

3.3 Althing Responsibilities

3.3.1 Discuss and enact rules clarifications and supplements to *Amtgard: Handbook on Rules of Play*. A clarification passed by althing overrules one made by the Guildmaster of Reeves or a by joint decree of the Monarch and Champion.

3.3.2 Revise and update the Corpora

3.3.2.1 The Corpora may only be revised at Crown Qualifications.

3.3.2.2 The amendments are set by an althing at least one month prior.

3.3.2.3 The Althing shall approve for ballot only those amendments that have been proposed by written petition of 20% of the Kingdom's contributing members.

3.3.2.4 The Circle of Knights, the Guild of Heraldry and the Circle of Steel may each propose amendments to change their own sections of the Corpora. (§7.2, §7.4 and §7.5 respectively)

3.3.2.5 Proposed amendments must be submitted in writing and must specify precisely which sections and words of the corpora are to be added, deleted, and/or modified.

3.3.2.6 Each amendment may only address one issue.

- 3.3.2.7 In the event that two proposed amendments conflict with each other, they may be combined into one issue with multiple resolutions from which the voter may choose.
- 3.3.2.8 Proposed corpora amendments must be ratified by a two-thirds vote.
- 3.3.3 Discuss and vote on major expenditures of the club treasury.
- 3.3.4 Discuss the future of the kingdom and its priorities.
- 3.3.5 Deliberate on and ratify or reject proposals presented by the Board of Directors.
- 3.3.6 Vote to approve new provinces or to remove official status from existing provinces.
- 3.3.7 Hear and vote on appeals by former knights who have had their knighthood removed by the Circle of Knights.

4.0 Selection and Removal of Club Officers

4.1 Election Policies - This section applies to all elections in the Wetlands and its affiliated groups.

- 4.1.1 Must be a contributing member to vote.
- 4.1.2 In order to vote in an election, a voter must have been a member of the populace for at least six months based on waiver date.
- 4.1.3 The official running an election may only vote to break a tie.
- 4.1.4 All elections are determined by plurality unless otherwise specified by the Corpora.
- 4.1.5 Under no circumstances may any individual officiate or help administer an election in which he or she is a candidate.
- 4.1.6 Candidates must submit advanced written intent to the officer running the election at least two weeks before the election in order to run for office.

4.2 Kingdom Officers - This section only applies to those officers listed in section 5.0.

4.2.1 Candidacy

- 4.2.1.1 Must be 18 years of age or older.
- 4.2.1.2 Must be contributing members of the kingdom.
- 4.2.1.3 Must pass a corpora test and reeves test on the day of the election.
- 4.2.1.4 Monarch, Regent and Champion candidates must meet the requirements for qualification laid down by the autocrat of Crown Qualifications. The Prime Minister has no qualification requirements beyond passing the reeves and corpora tests.

4.2.2 Election

- 4.2.2.1 The Monarch and Regent elections will be conducted by the Prime Minister at Crown Qualification.
- 4.2.2.2 The Prime Minister election will be conducted by the Monarch or his or her appointed representative at Midreign.
- 4.2.2.3 The Champion is the highest scoring candidate in the warskill section of Crown Qualifications.
- 4.2.2.4 All proxy votes must be written down, and include the printed mundane name, signature and phone number of the qualified voter, and must be turned in by the provincial record keeper or his or her representative at the election.
- 4.2.2.5 No person may run for or hold more than one kingdom level position with the exception of the Board of Directors. Anyone may run for and serve on the Board of Directors regardless of whether they hold another kingdom office.

4.2.3 Incumbency

- 4.2.3.1 Term is for six months.
- 4.2.3.2 May not hold the same office for more than two consecutive terms.
- 4.2.3.3 Shall forfeit the office if he or she misses more than four consecutive weeks or twelve weeks in total. Special situations may be waived by althing.
- 4.2.3.4 Not required to pay any dues to maintain membership status during their terms. Dues paid by a kingdom officer at his or her election will apply to the reign after he or she steps down.

4.2.4 Removal

- 4.2.4.1 Can be initiated by a petition signed by at least 20% of the contributing members of the kingdom.

- 4.2.4.2 The petition must be verified by the three highest unaffected kingdom officers.
- 4.2.4.3 Requires a 2/3 vote of althing for removal.
- 4.2.4.4 The Champion can be dismissed by joint decree of the Monarch, Prime Minister and Guildmaster of Reeves in situations where a Champion's actions or inaction may create a safety hazard or put the kingdom in a legally liable situation.

4.2.5 Pro-tem officers

- 4.2.5.1 If the Monarch should become unable to fulfill his or her duties before the end of his or her term, the Regent will become the pro-tem Monarch.
- 4.2.5.2 If any other kingdom officer becomes unable to fulfill his or her duties before the end of his or her reign, then the two highest remaining kingdom officers shall appoint an individual from the populace to serve as a pro-tem officer.
- 4.2.5.3 If any guildmaster becomes unable to fulfill his or her duties before the end of his or her reign, then the two highest remaining kingdom officers shall appoint an individual from the guild to serve as a pro-tem guildmaster.
- 4.2.5.4 A confirmation election by the appropriate voting body shall be held no later than one month from the day a pro-tem officer or guildmaster assumes a vacant position.
- 4.2.5.5 If a confirmation vote fails, the position will be filled by nomination and election by the appropriate voting body.

4.3 Provincial Officers - This section only applies to those officers listed in Section 6.0.

4.3.1 Candidacy

- 4.3.1.1 Must be a contributing member of his or her province.
- 4.3.1.2 Must meet the requirements for qualification laid down by the autocrat of the Tournament for the Coronet.

4.3.2 Election (Tournament for the Coronet)

- 4.3.2.1 Each province will hold a Tournament for the Coronet every six months.
- 4.3.2.2 All provincial offices will be elected at the Tournament for the Coronet.
- 4.3.2.3 The provincial champion is the highest scoring candidate in the warskill section of the Tournament for the Coronet.
- 4.3.2.4 Each Tournament for the Coronet shall be autocrated by highest provincial official not running for reelection or his or her appointed representative.

4.3.3 Incumbency

- 4.3.3.1 Term is for six months.
- 4.3.3.2 Provincial monarchs may not hold the same office for more than two consecutive terms.
- 4.3.3.3 Provincial monarchs are not required to pay any dues to maintain membership status during their terms. Dues paid before his or her election will be held and will carry over until after he or she steps down.

4.3.4 Removal

- 4.3.4.1 Can be initiated by a petition signed by at least 20% of the contributing members of the province.
- 4.3.4.2 The petition must be verified by the highest unaffected provincial officer.
- 4.3.4.3 Requires a 2/3 vote of althing for removal.
- 4.3.4.4 Provincial defenders can be removed by a joint decree of the provincial monarch and provincial prime minister.

4.3.5 Pro-tem officers

- 4.3.5.1 If a provincial monarch should become unable to fulfill his or her duties before the end of his or her term the provincial regent will become the pro-tem provincial monarch.
- 4.3.5.2 If the province does not have a regent or if a provincial officer other than the monarch becomes unable to fulfill his or her duties before the end of his or her reign, then the remaining provincial officers shall appoint an individual from the provincial populace to serve as a pro-tem officer.

- 4.3.5.3 A confirmation election shall be held no later than one month from the point a pro-tem officer assumes the vacant position.
- 4.3.5.4 If a confirmation vote fails, the position will be filled by nomination and election by the appropriate voting body.

5.0 Kingdom Officers

5.1 Monarch (King or Queen)

5.1.1 Administrative Responsibilities and Powers

- 5.1.1.1 Shall serve as the Chief Executive Officer of the Board of Directors during his or her term and shall hold an automatic seat on the Board of Directors for one reign upon stepping down. In cases where the Monarch runs for second consecutive term, the previous Monarch will remain on the BoD for another term.
- 5.1.1.2 Will schedule and preside over an open meeting to bestow and schedule corpora required and other kingdom level events. Shall insure the publication of a calendar of all kingdom events for his or her reign within thirty days after coronation.
- 5.1.1.3 May spend up to 10% of the treasury every month in order to run the kingdom. Althing must vote on any larger expenditures of the treasury. Any of that percentage not spent does not accumulate. Receipts are required for all expenditures.
- 5.1.1.4 Any decision agreed upon by the Monarch and Prime Minister is bylaw until the next althing (within one month), provided it does not conflict with a previous althing decision or mundane law.
- 5.1.1.5 May overrule a clarification made by the Guildmaster of Reeves with another clarification with the agreement of the Champion.
- 5.1.1.6 May call althings and set down althing rules of order.
- 5.1.1.7 May promote or demote provinces with the agreement of the Prime Minister.

5.1.2 Ceremonial Responsibilities and Powers

- 5.1.2.1 Shall preside over and conduct all kingdom level ceremonies and functions.
- 5.1.2.2 May bestow honors and awards as listed in section 9. Shall solicit a list from provincial leaders of proposed recipients of kingdom level awards.
- 5.1.2.3 May grant additional credits at his or her discretion
- 5.1.2.4 May remove any title of nobility with the agreement of the Regent.
- 5.1.2.5 May create new titles, orders of masterhood and other awards. Althing must approve new orders of masterhood by the amendment process (See §3.3.2)

5.2 Regent (Prince or Princess)

5.2.1 Administrative Responsibilities and Powers

- 5.2.1.1 Shall be responsible for fostering the growth of arts and sciences within the kingdom.
- 5.2.1.2 Shall autocrat or appoint an autocrat for the next Crown Coronation.
- 5.2.1.3 Shall become the pro-tem Monarch if the present Monarch should become unable to fulfill his or her duties before the end of his or her term contingent upon a confirmation election. (See §4.2.5)
- 5.2.1.4 May call althings and set down althing rules of order.

5.2.2 Ceremonial Responsibilities and Powers

- 5.2.2.1 Shall work with the Monarch to solicit a list of proposed recipients for appropriate awards. May bestow honors and awards as listed in section 9.
- 5.2.2.2 May remove any title of nobility with the agreement of the Monarch.
- 5.2.2.3 May create new titles, orders of masterhood and other awards pertaining to the arts and sciences. Althing must approve new orders of masterhood by the amendment process (See §3.3.2)

5.3 Prime Minister - All responsibilities and powers of the Prime Minister are administrative in nature.

- 5.3.1 Shall serve as the Chief Financial Officer of the Board of Directors during his or her term.
- 5.3.2 Shall provide, on demand, full financial disclosure to the Monarch, Board of Directors or althing. Full financial disclosure shall be published to the populace at least once per term.

- 5.3.3 Maintain accurate records on the dues paid status, awards status and attendance of all club members. It is strongly recommended that the Prime Minister have access to the Internet to update the kingdom records.
- 5.3.4 Is responsible for providing master rulebooks, corporas and newsletters to provincial records keepers for his or her province. Shall publish a newsletter at least once every two months.
- 5.3.5 May spend 10% of the treasury every month in order to run the kingdom. Althing must vote on any larger expenditures of the treasury. Any of that percentage not spent does not accumulate. Receipts are required for all expenditures.
- 5.3.6 May call althings and is responsible for running althings.
- 5.3.7 Any decision agreed upon by the Monarch and Prime Minister is bylaw until the next althing, provided it does not conflict with a previous althing decision or mundane law.
- 5.3.8 May promote or demote provinces with the agreement of the Monarch.

5.4 Champion - All responsibilities and powers of the Champion are administrative in nature.

- 5.4.1 Responsible for ensuring that all weapons, shields, armor and other game items used at kingdom and inter-kingdom level functions have been checked for safety and legality in accordance to the requirements set down by the Circle of Steel. The Champion has the discretion to remove any weapon, shield, armor or other game item that he or she deems unsafe.
- 5.4.2 Shall maintain a lost and found for the kingdom.
- 5.4.3 Responsible for organizing the battlegames at kingdom level events at times when no pre-determined scenarios are scheduled.
- 5.4.4 Responsible for enforcement of order at althings.
- 5.4.5 May overrule a clarification made by the Guildmaster of Reeves with another clarification with the agreement of the Monarch.

6.0 Provincial Officers

6.1 Provincial Monarch - The leader of a province. Every group must have a provincial monarch. The provincial monarch is typically given the title Sheriff in outposts and shires, Baron or Baroness in Baronies, Duke or Duchess in duchies and Grand Duke or Grand Duchess in Grand Duchies.

- 6.1.1 Shall preside over and conduct all provincial ceremonies and functions.
- 6.1.2 May bestow honors and awards as listed in section 9.
- 6.1.3 May create new provincial level honors, awards and positions.
- 6.1.4 Other duties as listed in *Amtgard: Handbook on the Rules of Play*. Note that the handbook refers to several offices only found at the kingdom level such as Guildmaster of Reeves and Guildmaster of Monsters. In local provincial games, the provincial monarch shall serve in these capacities if a comparable local office has not been created.

6.2 Provincial Regent - The minister of arts and sciences. The provincial regent is typically given the title Ducal Regent in duchies and Grand Ducal Regent in grand duchies. Outposts, shires and baronies typically do not have an office of regent, though they may certainly create one if they so wish.

- 6.2.1 Shall be responsible for the promotion of the arts and sciences in his or her province.
- 6.2.2 May bestow honors and awards as listed in section 9.
- 6.2.3 May create new provincial level honors and awards pertaining to the arts and sciences.
- 6.2.4 Is responsible for provincial level feasts held within the province.
- 6.2.5 Shall act as the provincial monarch when the provincial monarch is not present.
- 6.2.6 Shall become the pro-tem provincial monarch if the present provincial monarch should become unable to fulfill his or her duties before the end of his or her term contingent upon a confirmation election. (See §4.3.5)

6.3 Provincial Prime Minister - The record keeper and treasurer of a province. Every group must have a provincial prime minister. The provincial prime minister is typically given the title Clerk in outposts and shires, Seneschal in Baronies, Chancellor in duchies and General Minister in Grand Duchies.

Often shires and outposts assign the duties of the provincial prime minister to the provincial monarch.

6.3.1 Shall maintain accurate records on attendance, awards and other member information.

6.3.2 Shall provide provincial records to the kingdom Prime Minister at least twice in his or her term.

6.3.3 Shall assist the Prime Minister in the collection of kingdom contributing membership dues from within their province.

6.3.4 Shall distribute rulebooks, corporas and newsletters to contributing members within their province.

6.3.5 Other duties as listed in *Amtgard: Handbook on the Rules of Play*.

6.4 Provincial Champion - The safety officer and master of games of a province. The provincial champion is typically given the title Ducal Defender in duchies and Grand Ducal Defender in Grand Duchies. Outposts, shires and baronies typically assign the duties of the provincial champion to the provincial monarch.

6.4.1 Responsible for ensuring that all weapons, shields, armor and other game items used at provincial and inter-provincial level functions have been checked for safety and legality in accordance to the requirements set down by the Circle of Steel. The provincial champion has the discretion to remove any weapon, shield, armor or other game item that he or she deems unsafe.

6.4.2 Shall maintain a lost and found for the province.

6.4.3 Shall organize battlegames when no predetermined scenarios are scheduled.

6.4.4 Shall insure that event and battlegame sites in his or her province are reasonably litter-free at the close of a weekly meeting or event.

7.0 Kingdom Councils - This section describes the bylaws of these official kingdom bodies that are mandated by the kingdom. It is understood that each of these groups has its own bylaws in addition to the bylaws in this section, but in the case of a conflict between the internal bylaws of a group and the bylaws laid down in this corpora, the corpora always takes precedence.

7.1 Board of Directors (BoD)

7.1.1 Membership - The Board of Directors consists of seven members. Three are appointed and four are elected.

7.1.1.1 All members of the BoD must be at least 18 years of age.

7.1.1.2 The current Monarch will serve as the Chief Executive Officer of the Board of Directors.

7.1.1.3 The current Prime Minister will serve as the Chief Financial Officer of the Board of Directors.

7.1.1.4 The last person who served as Monarch and is a contributing member of the Wetlands holds an automatic seat on the Board of Directors.

7.1.1.5 The remaining four positions are elected at Crown Coronation in an election run by the Prime Minister.

7.1.1.6 Two seats will be filled by election at the Fall Crown Coronation and the other two at the Spring Crown Coronation.

7.1.1.7 If a member of the BoD steps down or becomes Monarch or Prime Minister, then an election for the empty seat shall be held at the next scheduled althing. This pro-tem BoD member will step down when the original term was supposed to expire.

7.1.1.8 Any member of the BoD may be removed from office if initiated by a majority of the BoD and approved by althing.

7.1.2 Responsibilities and Powers

7.1.2.1 Serves as the business management of the organization, responsible for insuring that the organization is operated according to the laws of the US and State of Texas.

7.1.2.2 Responsible for the accounting for kingdom funds

7.1.2.3 Shall serve as the authority in any matters involving the club and individuals or organizations outside the club with whom the kingdom may wish to conduct business.

7.1.2.4 Only members of the BoD can enter into a legally binding agreement on behalf of the Kingdom of the Wetlands. A vote of the BoD is required before any such agreement may be entered into.

7.1.2.5 The BoD will have no power to change, alter or otherwise affect the rulebook or corpora without direct althing approval.

7.1.2.6 The BoD has no status in the order of precedence and no jurisdiction over internal club functions.

7.1.3 Meetings

7.1.3.1 All BoD meetings are open, unless declared closed by vote of the BoD. Even at an open meeting the BoD reserves the right to allow or disallow non-BoD members to speak.

7.1.3.2 The BoD shall meet to discuss business not less than once every three months.

7.1.4 Offices of the BoD

7.1.4.1 Chief Executive Officer - Responsible for maintaining a mailing address for the Amtgard corporation. Will work with the Chief Financial Officer to handle all corporate business with all government agencies and organizations. The current reigning Monarch automatically fills this position.

7.1.4.2 Chief Financial Officer - Shall maintain an accurate record of all corporate income and expenditures. The kingdom Prime Minister automatically fills this position.

7.1.4.3 Secretary - Will be responsible for keeping the minutes of each BoD meeting and will make these minutes available to the Prime Minister for publication. This office shall be elected by the BoD.

7.2 Circle of Knights

7.2.1 Membership

7.2.1.1 Only those knights who are contributing members of the Wetlands are on the Circle of Knights.

7.2.1.2 Knighthoods may be removed by a vote of the Circle of Knights. Knights removed by the Circle of Knights have the right to appeal this removal to althing.

7.2.2 Responsibilities and Powers

7.2.2.1 The Circle of Knights votes on and grants the honor of knighthood.

7.2.2.2 Shall observe members of the kingdom for those qualified to receive knighthood.

7.2.3 Meetings

7.2.3.1 Any knight may attend a Wetlands Circle of Knights meeting, however only those knights who are members of the Circle of Knights are allowed to vote on knight candidates.

7.2.3.2 The Monarch may attend the Circle of Knights meeting to present his candidates for knighthood and may participate in the discussions about those candidates. He may not vote nor may he witness the voting unless he is a knight.

7.2.3.3 The meeting of the Circle of Knights is considered confidential. Those knights attending the meeting shall not discuss meeting proceedings outside the meeting.

7.2.4 The Guildmaster of Knights

7.2.4.1 Every Coronation the Guildmaster of Knights shall be elected from and by the Circle of Knights.

7.2.4.2 Term is for six months.

7.2.4.3 May call Circle of Knights meetings. If the Guildmaster/mistress of the Circle of Knights is unable or unwilling to call a meeting of the Circle of Knights then the Monarch may choose to call the meeting.

7.2.4.4 Shall break all ties.

7.2.4.5 Shall inform members that are absent from a Circle of Knights meeting of what transpired at the meeting.

7.2.5 The Circle of Knights may decide on two possible proposals for changes to the section of the Corpora governing it (§7.2).

7.2.5.1 These proposed amendments will appear on the ballot at Kingdom Qualifications.

7.2.5.2 These proposed amendments must be submitted to the kingdom Prime Minister no later than the althing at which the at-large amendment proposals are discussed.

7.3 Reeves Guild

7.3.1 Membership

7.3.1.1 Members of the guild are those who have passed the reeves test with a score of 75% or better and the current Guildmaster.

7.3.1.2 Reeves qualified status will expire at each Crown Qualifications, regardless of when the reeves test was passed in the previous six months.

7.3.2 Responsibilities and Powers

7.3.2.1 Shall work with the Monarch, Prime Minister and provincial officers to insure that the rules are applied accurately, fairly and honestly on the battlefield.

7.3.2.2 Shall work with the Champion in checking armor and weapons for safety and legality. Champion has final say when there is disagreement.

7.3.2.3 May enforce a warning, bout forfeiture, tournament disqualification or removal from battlegames for particularly troublesome or unsportsmanlike fighters.

7.3.3 Guildmaster of Reeves

7.3.3.1 Shall be chosen from the Reeves Guild by election at Crown Qualifications.

7.3.3.2 Must make sure that there are an appropriate number of reeves at any kingdom event, and ensure that the conduct of reeves is competent and fair.

7.3.3.3 Shall have the right and responsibility to make official kingdom rules interpretations where the rules of play are ambiguous or unsafe.

7.3.3.4 Rulings of the Guildmaster of Reeves may be overridden with another ruling by the kingdom Monarch and Champion.

7.3.3.5 Will give the reeves test every six months at Crown Qualifications. Responsible for providing kingdom level reeves tests to provincial groups upon request.

7.3.3.6 Must be 18 years of age or older.

7.3.3.7 Can be dismissed by a joint decree of the Monarch and Prime Minister.

7.4 The Circle of Steel (CoS)

7.4.1 Membership - Members of the CoS consist of: the Champion of Arms, the provincial Champion of each province and the captains of each fighting company provided the captain is a contributing member of the Kingdom of the Wetlands (See §1.0).

7.4.2 Responsibilities and Powers - Sets the standards for weapon, shield and armor safety and legality. Publishes these standards to all kingdom provinces when such standards have been officially ratified and/or changed.

7.4.3 Meetings

7.4.3.1 Each Wetlands province must be notified of meeting times, dates, and locations at least two weeks in advance of any such meetings.

7.4.3.2 Anyone may attend meetings of the CoS.

7.4.3.3 Anyone may speak at meetings of the CoS.

7.4.3.4 Only CoS members may vote on rules clarifications regarding safety.

7.4.4 The Circle of Steel may decide on two possible proposals for changes to the section of the Corpora governing it (§7.4).

7.4.4.1 These proposed amendments will appear on the ballot at the Kingdom Qualifications.

7.4.4.2 These proposed amendments must be submitted to the kingdom Prime Minister no later than the althing at which the at-large amendment proposals are discussed.

7.5 Guild of Heraldry

7.5.1 Membership - Shall consist of those members of the Wetlands who are interested in heraldry who register their names with the Guildmaster of Heraldry.

7.5.2 Responsibilities and Powers

7.5.2.1 Shall maintain an official registry of heraldry for the kingdom.

7.5.2.2 Shall promote knowledge of heraldry by teaching classes and publishing booklets.

7.5.3 Meetings

7.5.3.1 Shall be held during Midreign and Coronation, or upon request of the Guildmaster of heraldry.

7.5.3.2 A meeting quorum shall consist of those members present at the meeting.

7.5.3.3 Meetings shall be scheduled at least six weeks in advance.

7.5.4 Guildmaster of Heraldry

7.5.4.1 Shall be elected by those members of the Guild of Heraldry present during the Midreign meeting.

7.5.4.2 Shall preside over all meetings of the Guild of Heraldry.

7.5.4.3 Term is for six months.

7.5.4.4 Shall act as the official registrar of heraldry for the kingdom.

7.5.5 The Guild of Heraldry may decide on two possible proposals for changes to the section of the Corpora governing it (§7.5).

7.5.5.1 These proposed amendments will appear on the ballot at the Kingdom Qualifications.

7.5.5.2 These proposed amendments must be submitted to the kingdom Prime Minister no later than the althing at which the at-large amendment proposals are discussed.

7.6 Royal Guard

7.6.1 Membership

7.6.1.1 Appointment and dismissal of the Royal Guard are at the option of the Monarch and Regent. Guards may only be dismissed by the officer who appointed them

7.6.1.2 In addition to the Captain of the Guard and the Regent's Defender, the Monarch may appoint six guards and the Regent may appoint four guards.

7.6.2 Responsibilities and Powers - Shall escort the crown and aid the Captain of the Guard.

7.6.3 Captain of the Guard

7.6.3.1 Appointment and dismissal are the Monarch's option.

7.6.3.2 Will work with event autocrats to maintain security, both mundane and persona.

7.6.3.3 Shall insure that the Monarch is properly escorted.

7.6.3.4 Will share duties with the Champion in terms of carrying out the policies of the crown.

7.6.3.5 Responsible for safe storage, handling and use of security related property (walky-talkies, etc.) owned by the kingdom.

7.6.4 Regent's Defender

7.6.4.1 Appointment and dismissal are the Regent's option.

7.6.4.2 Shall insure that the Regent is properly escorted.

7.6.4.3 Shall assist the Captain of the Guard with his or her duties.

7.7 Fighting Class Guilds - Class guilds include all fighting guilds (Warriors, Healers, Barbarians, etc.)

7.7.1 Membership - One must have participated for credit in a guild's class in the past six months to be a member.

7.7.2 Responsibilities and Powers

7.7.2.1 Shall encourage the members of their guild to follow the proper rules of the class.

7.7.2.2 Encourage garb, equipment and persona applicable to the class.

7.7.2.3 Shall provide information and encouragement to the new members of the class.

7.7.3 Class Guildmasters -

7.7.3.1 Each fighting guild will each vote for its guildmaster at Crown Qualifications.

7.7.3.2 Provinces may have their own fighting class guildmasters, as needed.

7.7.3.3 Guildmasters may be removed from office by a 2/3 vote of all guild members.

7.7.3.4 Shall submit a list of those members of his or her guild deserving of awards by observing members and consulting provincial guildmasters.

8.0 Kingdom Calendar

8.1 Crown Qualifications - Will be held approximately six months after the last Crown Qualifications. Consists of three tournaments each with multiple events.

8.1.1 Autocrat - Shall be selected by the highest club officer not running for office, excluding the Prime Minister.

8.1.1.1 The autocrat may create events as they see fit in addition to the required standardized events.

8.1.1.2 Specific rules for these tournaments and requirements for candidacy qualification shall be published by the autocrat at least six weeks prior.

8.1.2 Warskill Tournament - The tournament must consist of at least the following standardized events, but may include additional events such as: single dagger, double dagger, sword and dagger, offhand sword and shield, pole arm, great weapon, open style combat, spellball, etc.

8.1.2.1 Single Short Sword

8.1.2.2 Florentine Short Swords

8.1.2.3 Short Sword and Medium Shield

8.1.2.4 Archery (target or combat)

8.1.3 Culturals Tournament - The tournament must consist of at least events that include entries satisfying the criteria for the following awards, but may include additional events. Multiple entries are allowed in each event, but a single entry may not be entered in more than one event or in another tournament.

8.1.3.1 Order of the Dragon - such as: flat art, 3D art, singing, instrumental music, best tasting cooking, etc.

8.1.3.2 Order of the Owl - such as: active construction, passive construction, weapon and shield construction, etc.

8.1.3.3 Order of the Smith - such as: factual writing, composition, etc.

8.1.3.4 Order of the Garber - such as: best looking garb, fighting garb, etc.

8.1.4 Statecraft Tournament - Only candidates for Monarch and Regent may enter the Statecraft tournament. The tournament event roster must consist of at least the following standardized events, but may include additional events such as: Wetlands or Amtgard heraldry test, Wetlands awareness test, award recognition and assignment test, event proposal, etc.

8.1.4.1 Platform Speaking - Candidates present their goals for the reign and answer questions from the judges and populace. Judged on presence, organization and preparation.

8.1.4.2 Debate - Candidates must present an impromptu argument on a given Amtgard related topic. Judged on reasoning, diplomacy and sincerity.

8.1.4.3 Written - Candidates submit an essay or other written work on a topic predetermined by the autocrat. The topic must be declared at least six weeks prior to Crown Qualifications. Judged on coherence, presentation and content.

8.1.4.4 Conflict Resolution - Candidates role-play the position they are seeking in an intense problem-solving scenario. Judged on decisiveness, efficiency and creativity.

8.2 Crown Coronation (Endreign) - A celebration to honor the departing monarchy and welcome the incoming monarchy.

8.2.1 Will be held one or two weeks after the Crown Qualifications.

8.2.2 Shall be the responsibility of the outgoing Regent.

8.2.3 Two seats on the Board of Directors and the Guildmaster of Knights will be elected.

8.3 Weaponmaster Tournament - This is a passage of arms in several different weapons classes. The winner will hold the title of Weaponmaster until the next such tournament.

8.3.1 Will be held one or two weeks after Crown Coronation.

8.3.2 Shall be sponsored by the Kingdom Champion.

8.4 Relic Quest - A quest to distribute the relics defined in *Amtgard: Handbook on Rules of Play* in addition to kingdom specific relics such as the Amulet of Enchantments. The winners of each relic will be allowed to use it until the next relic quest.

8.4.1 Must be held before the Midreign Revel.

8.4.2 Shall be sponsored by the Reeves guild.

8.5 Midreign Revel - A celebration to honor the current reigning monarchy.

8.5.1 Will be held approximately thirteen weeks after coronation (midway through the reign).

8.5.2 The Monarch shall appoint the autocrat.

8.5.3 The Prime Minister and Guildmaster of Heraldry shall be elected.

9.0 Honors and Awards

9.1 Persons holding award-granting offices may never grant awards to themselves.

9.2 Knighthood - The Circle of Knights may choose to knight people into any of the four orders.

Candidates for knighthood must have achieved the criteria listed. The achievement of criteria set forth does not automatically grant knighthood.

9.2.1 Knight of the Crown - A civil order for excellence in the art of statecraft

9.2.1.1 Reserved Colors: white trimmed with gold.

9.2.1.2 Requirements: Exceptional completion of three terms in one or more kingdom level positions (Monarch, Regent, Prime Minister, Champion)

OR

Exceptional completion of two terms in one or more kingdom level positions and exceptional completion of three terms in provincial or lesser kingdom positions

OR

Master Lion

OR

Master Hydra

9.2.2 Knight of the Flame - A service order for continuous contributions of exemplary service to the club

9.2.2.1 Reserved Colors: white trimmed with red.

9.2.2.2 Requirements: Masterhood in one or more of the following orders: Jovius, Rose, Smith

9.2.3 Knight of the Serpent - An achievement order for excellence in the arts and/or sciences.

9.2.3.1 Reserved Colors: white trimmed with green.

9.2.3.2 Requirements: Masterhood in one or more of the following orders: Dragon, Owl, Garber, Mask (Thespian)

9.2.4 Knight of the Sword - A martial order for honor, fighting skills and battlefield prowess

9.2.4.1 Reserved Colors: white trimmed with silver.

9.2.4.2 Requirements: Masterhood in one or more of the following orders: Warrior (Warlord), Griffin

OR

Have both the noble title of Defender and have won the Weaponmaster Tournament at least once

9.3 Orders of Masterhood

9.3.1 Masterhood - A bestowed title for excellence in a particular discipline.

9.3.1.1 Can only be awarded by the kingdom Monarch

9.3.1.2 A person must earn at least 10 orders to be a master.

9.3.2 Arts and Sciences - These awards may be given by the following club officers: kingdom

Monarch and Regent (to any level) grand ducal monarch and regent (to the 9th), ducal monarch and regent (to the 7th), baronial monarch and regent (to the 4th), shire monarch (to the 2nd)

9.3.2.1 Order of the Dragon - Outstanding achievements in the arts.

9.3.2.2 Order of the Garber - Making quality garb for others or for oneself.

9.3.2.3 Order of the Mask - Outstanding portrayal of persona.

9.3.2.4 Order of the Owl - Outstanding achievements in the sciences.

9.3.3 Service and Leadership - These awards may be given by the following club officers: kingdom Monarch (to any level), kingdom Regent (to the 9th), grand ducal monarch (to the 9th), grand ducal regent (to the 8th), ducal monarch (to the 7th), ducal regent (to the 6th), baronial Monarch (to the 4th), baronial regent (to the 3rd), shire monarch (to the 2nd)

9.3.3.1 Order of the Lion - Excellence in statecraft and leadership.

9.3.3.2 Order of the Rose - Beneficial service to the club.

9.3.3.3 Order of the Smith - Sponsoring major Amtgard events, publications, workshops or other comparable service to the club.

9.3.4 Warskill - These awards may be given by the following club officers: kingdom Monarch (to any level), grand ducal monarch (to the 9th), ducal monarch (to the 7th), baronial monarch (to the 4th), shire monarch (to the 2nd)

9.3.4.1 Order of the Griffin - Courage, chivalry and honor on the battlefield.

9.3.4.2 Order of the Warrior - Fighting ability in tournament or battlefield prowess.

9.3.5 Other Orders of Masterhood - These awards may be given by the following club officers: kingdom Monarch (to any level), kingdom Regent (to the 9th), grand ducal monarch (to the 9th), ducal monarch (to the 7th), baronial monarch (to the 4th), shire monarch (to the 2nd)

9.3.5.1 Order of the Jovius - Outstanding attitude and good sportsmanship

9.3.5.2 Order of the Hydra - Meeting the criteria to qualify for monarch candidacy at Crown Qualifications (excluding Statescraft events) or the Tournament for the Coronet.

9.4 Other Awards

9.4.1 The Flame - Given to a group for outstanding contributions to the club

9.4.1.1 Can only be awarded by the kingdom Monarch.

9.4.1.2 This honor can only be given once in each Monarch's reign.

9.4.2 Walker in the Middle - For exemplification of the ideals and conduct of reeves.

9.4.2.1 Can only be awarded by the kingdom Monarch.

9.4.2.2 A person may never receive more than one of these.

9.4.3 The Zodiac - For outstanding contributions in any one month

9.4.3.1 The kingdom Monarch or any provincial monarch may give this honor.

9.4.3.2 This honor can only be given once each month.

9.5 Masterhood in the Fighting Classes (Wizard, Scout, Paladin, etc.)

9.5.1 Awarded to the outstanding members in each fighting class guild.

9.5.2 Determined by the Monarch in consultation with the Prime Minister, the Guildmaster of the class and provincial leaders.

9.5.3 Candidate must have 12 weeks or more experience in the class.

9.5.4 Basis for awarding Masterhood:

9.5.4.1 Good play and persona.

9.5.4.2 Thorough knowledge of class rules and concept.

9.5.4.3 Own quality garb and equipment.

9.5.4.4 Outstanding portrayal of the class.

9.5.5 This does not affect experience and is independent of levels gained.

9.6 Titles of Nobility - Honorary titles bestowed by the kingdom Monarch. These titles do not grant the power to give official awards like elected provincial officers of the same title.

9.6.1 Grand Duke - Suggested criteria: 2 exceptionally successfully completed terms as kingdom Monarch

9.6.2 Arch-Duke - Suggested criteria: One exceptionally successfully completed term as kingdom Monarch and one term as Prime Minister or kingdom Regent.

9.6.3 Duke/Duchess (equivalents: Doge, Dux, Herzog, Tarkhan) - Suggested criteria: serve the club an exceptionally successfully completed term as kingdom Monarch

9.6.4 Marquis/Marquise (equivalents: Markgraf, Marchionese, Margrave, Mark, Marquis, Marquess) - Suggested criteria: successfully completed service in all of the following positions: Monarch, Regent, Prime Minister.

- 9.6.5 Count/Countess** (equivalents: Earl, Comes, Comite, Graf, Jarl, Grafín, Orkhan) - Suggested criteria: serve the club an exceptionally successful term as kingdom Regent or as Grand Duke/Duchess.
- 9.6.6 Viscount(ess)** - Suggested criteria: successfully completed service in the following positions: monarch of a duchy three times over, any combination of three of the following: duchy monarch, kingdom Regent, kingdom Champion, kingdom Prime Minister.
- 9.6.7 Baron/Baroness** (equivalents: Thane, Khan, Emir, Daimio) - Suggested criteria: serve one exceptionally successful term as duke of a duchy or regent of a grand duchy or kingdom Prime Minister
- 9.6.8 Baronet** - Suggested criteria: serve in a pro-tem position for any of the following: Monarch, Champion, Prime Minister, Regent, ducal regent or serve as general minister or baron
- 9.6.9 Lord/Lady** (equivalents: Dom, Laird, Dama) - Suggested criteria: service to club, term of ducal chancellor
- 9.6.10 Defender** - suggested criteria: serve the club six months as kingdom Champion

Appendix A – Update history

11/18/2000

Corpora Committee Draft 11 adopted by popular vote as official corpora

11/20/2000

Supplementary amendments passed by popular vote at Qualls on 11/18/2000 added to corpora by Lakus Farstrider

Changed 3.3.2.3 from

Only five amendments can be proposed by althing each reign

To

The althing shall approve for ballot only those amendments that have been proposed by written petition of 20% of the kingdom's contributing members.

Changed 2.1.4 from percentage splits for dues to

Membership dues are split between the kingdom and the provinces at a rate of one dollar for the kingdom and five dollars for the province

Made Champion the autocrat of Weaponmaster and the Reeves guild responsible for Relic Quest

Eliminated section 9.2.5 (knights choose which belt for Jovius and Hydra)

Master Jovius added to possible qualifications for Knight of the Flame

Master Hydra added to possible qualifications for Knight of the Crown

Changed 9.2.1.2 from

Requirements: Exceptional completion of three terms in one or more kingdom level positions (Monarch, Regent, Prime Minister, Champion) or Master Lion. Exemplary and continuous service in provincial positions (i.e. Duke, Baron, kingdom GM of Reeves, etc.) may merit consideration by the knights circle.

To

Requirements: Exceptional completion of three terms in one or more kingdom level positions (Monarch, Regent, Prime Minister, Champion); or exceptional completion of two terms in one or more kingdom level positions and exceptional completion of three terms in provincial or lesser kingdom positions; or Master Lion; or Master Hydra.