



Corpora of Bylaws

The Northern Empire of Amtgard
Version 1
20 February 2010

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Welcome to the first major revision of the Northern Empire Corpora. This revision marks a major landmark in the History of Northern Amtgard, as this set of governing rules is now the official Corpora for the Northern Empire.

Since its conception in 2007, the assembled Northern Empire Board of Directors was charged with preparing this document with the goal of transitioning towards Principality and eventually Kingdom status. The Board has strived since then to do just that, as well as provide a more comprehensive set of rules that contains the spirit of Amtgard in the North. Presented before you is the embodiment of that spirit and it is our sincerest hopes that you enjoy its contents as much as we enjoyed developing it.

This work is dedicated to the northern players of each assembled group.

*- In Service, the Northern Empire Board of Directors
February 2010*

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Definitions

Allthings	Are forums in which the populace discuss and vote on topics that will affect the group as a whole. Members who pay dues are allowed to vote on topics that have been tabled for voting.
Amtgard Week	The Amtgard week starts on Monday and ends on Sunday.
Associate Member	Are active members of one (1) park while they still remain an active member of their home park.
Citizen	A member of a park who pays dues.
Crown, The	An alternative term for the Monarchy, the collective group of officers at a given level (Imperial, Ducal, etc.)
Imperial Monarch	Is the Monarch of the Northern Empire.
Feast Credit	Is a credit in which a member attends feast and meets the criteria outlined by the feast team (such as paying the feast fee and being in proper garb).
Imperial Prime Minister	Is the official record keeper and treasurer of the Northern Empire.
Province	A park (or group) with full membership in the Northern Empire.
Regular Field	The steady field day that your park uses in advertisements; usually the most populated field day.
Super-Majority	An instance in which a greater than usual percentage of votes is required for a motion to pass.

1. Club Membership

For the purposes of identifying the Northern Empire and its members as an independent corporate entity under provincial, state and federal law, there will be three types of membership within the Northern Empire.

1. A. Non-citizen

- a. Individuals who do not pay dues will be considered non-citizens. Non-citizens may attend Amtgard game-days, feasts, camp-outs, and other activities. They do not have any voting rights in their province or in the Empire as a whole, nor may they run for or hold any club office. They must meet the following limited criteria:
 - 1. Must have a waiver signed and on file with the Provincial Chancellor.
 - 2. Must abide by the Amtgard Rules of Play as well as all mundane law while engaged in Amtgard activities.
- b. Non-citizens of a province are entitled to the following limited benefit within their home province:
 - 1. Shall have their attendance and award status tracked by the provincial record-keeping officer.
 - 2. Members who pay dues in a province but are considered non-citizens because they do not meet attendance requirements will still be entitled to receive one copy of the rulebook and corpora per reign as required.

1. B. Citizen

- a. Individuals who are citizens of one of the Northern Empire provinces will be considered citizens of the Empire. Citizenship in a province requires the following criteria.
 - 1. Must have a waiver signed and on file with the Provincial Chancellor.
 - 2. Must be dues paid in the province.
 - 3. Must be at least fourteen years of age.
 - 4. Must have signed in at the province for a minimum of six weeks in the last six months. Only one credit per Amtgard week will count towards this number.
 - 5. Must have been an associate or non-citizen member of one of the provinces of the Northern Empire for the preceding six months.
 - 6. Must abide by the Amtgard Rules of Play as well as all mundane laws while engaged in Amtgard activities.
- b. Citizenship in a province entitles you to the following privileges:
 - 1. May vote in provincial elections and Althings in that province.
 - 2. May run for office or a seat on the local Board of Directors in that province (within the further criteria laid out for the specific office).
 - 3. Shall have their attendance and award status tracked by the Provincial Chancellor.
- c. Citizenship in a province translates to citizenship to the Empire as a whole and entitles you to the following Imperial privileges:
 - 1. May vote in Imperial Elections and Althings.
 - 2. May run for Imperial offices or a seat on the Northern Empire Board of Directors (within the further criteria laid out for the specific office).

1. C. Associate Membership

- a. Members of the Northern Empire may only have one home province within the Empire where they are considered a citizen. However, individuals may be associate members of several provinces within the Empire. Associate membership requires the following criteria:
 1. Must have a waiver signed and on file with the Provincial Chancellor.
 2. Must be dues paid in that province.
 3. Must be at least fourteen years of age.
 4. Must have gained attendance in the province a minimum of six weeks in the last six months. Only one credit per Amtgard week will count towards this number.
 5. Must have been a citizen, associate member or non-citizen of one of the provinces of the Northern Empire for the preceding six months.
 6. Must abide by the Amtgard Rules of Play as well as all mundane law while engaged in Amtgard activities.
- b. Associate membership in a province entitles you to the following within that province:
 1. May vote in provincial elections and Althings within that province.
- c. Individuals may only change their home province once every six months. When an individual changes his/her home province the change does not go into effect until the Chancellors of both affected provinces have been informed.

2. Attendance Credits

2. A. Attendance

- a. An attendance, or attendance credit, requires one to sign the attendance sheet at the park or event maintained by the local Prime Minister. Specific exceptions may be made on a case-by-case basis by the Provincial Chancellor or Imperial Prime Minister.
- b. Weekly attendance starts on the Monday and ends on the following Sunday.

2. B. Class Credits

- a. If members attend a feast and fulfill the requirements (ex: pay feast fee), they are eligible for an extra credit.
 1. A feast credit is an extra credit above and beyond regular daily credits.
 2. Field days with a feast scheduled allows for two credits for that day for members who attend feast; one credit for the field day, and an extra credit for paying and attending feast.
 3. Appropriate garb and class sash must be worn to obtain a class credit at feast; otherwise a colour credit is given.
- b. Provincial Monarchs may approve extra credits for special events.
- c. Fighter Practice will give one warrior credit per day of fighting.
- d. Arts and Science days, and other days in which no fighting or class based game play occurs, permits one colour credit
- e. Inter-kingdom or multi-day events give one credit per day unless the Provincial Monarch or the Imperial Monarch deems otherwise.

2. C. Sign-in or Voting Credits

- a. Must have signed in at any Northern Empire-affiliated provinces or event for at least six weeks in the last six months to vote in Imperial elections.
- b. Must be dues paid in any Northern Empire province to vote in Imperial elections.
- c. Must have signed-in at a province or its event for at least six weeks in the last six months to vote in that province's elections.
- d. Must be dues paid in a province to vote in that province's elections.

3. Dues and the Policies of the Treasury

- A. Dues shall be paid to the Provincial Chancellor.
- B. Dues shall consist of \$6 every six months and will grant voting membership (citizen or associate as appropriate) within the province during the six months.
- C. Individuals do not pay dues directly to the Empire.
- D. Donations may be made to either the Empire or to a province. Donations directly to the Empire should be given to the Imperial Prime Minister and provincial donations should be made to the Provincial Chancellor. Donations are money given, over and above the dues structure, for which no dues credit is taken. Provincial donations need not be forwarded to the Empire and are not taxed in any way.
- E. Each province will pay money to the Empire within two weeks of the start of each Imperial Reign. This tax is based on the number of dues paid members at that time. One-third (33%) of each citizen and associate member's dues will be paid to the Empire. This is how the individual's Imperial dues are paid and this process entitles the member to the benefits of Imperial Membership.
- F. Repeated failure to pay this taxation to the Empire may constitute grounds for withdrawing Imperial support from a province.
 - a. Repeated failure is a result of not paying any Imperial taxes for two full terms (twelve months).
 - b. Special circumstances may waive this stipulation by a vote at an Imperial Althing.

4. Provinces

4. A. Sponsored Provinces

- a. The Northern Empire will sponsor a group that fulfills the requirements below and pass a majority vote at an Imperial Althing. All provinces in the Northern Empire are treated equally and will receive support from the Northern Empire as a sponsored province.
- b. A group seeking sponsorship with the Northern Empire must have the following requirements fulfilled when petitioning:
 1. Must sign the Amtgard contract (Agreement) with the Central (Burning Lands) Board of Directors.
 2. Must sign the Sponsored Province Contract (Agreement) with the Northern Empire Board of Directors.
 3. Must not be located within 150 miles of any other Amtgard Kingdom seat.
 4. Must use the Northern Empire Corpora of Bylaws.
- c. The responsibilities of the Northern Empire to a sponsored province are as follows:
 1. Provide copies of Rulebooks, Corpora and Imperial Althing decisions. Digital copies of these documents may be sent in lieu of printed copies.
 2. Help them receive their own Kingdom status as soon as the numbers, duration of steady numbers, and stability of the group justify it.
 3. Consider their people for high level awards that their Provincial Monarch cannot grant.
- d. The responsibilities of a sponsored province to the Empire are as follows:
 1. Send updated populace attendance records to the Imperial Prime Minister at least once each Imperial reign.
 2. Send updated contact lists to the Imperial Monarch and the Imperial Prime Minister whenever new officers step up.
 3. Send awards request to the Imperial Monarch for any awards that are deserved but that the Provincial Monarch cannot give.
 4. Follow the taxation rules and regulations outlined in Section 3 of the Northern Empire Corpora.
- e. Members of the sponsored province must follow Section 1 of the Northern Empire corpora to receive the benefits outlined in the Northern Empire corpora.
- f. No province as a whole may be considered part of another Kingdom of Amtgard or part of another province of the Northern Empire. That is, a Shire may not, as a whole, be part of a Duchy. Instead, the Shire is part of the Empire.
- g. Failure to follow the requirements listed above can result in loss of sponsorship. An Imperial Althing will decide whether a province will remain part of the Northern Empire if these rules are not followed.

4. B. Sponsored Province Types

- a. Duchies must have at least forty different people per month attending provincial fields or events. This number includes the general populace, citizens, associate members, and visitors. A player must sign-in to be counted. To be elevated to the level of a duchy the province must have been part of the Empire for two years.
- b. Baronies must have at least twenty different people per month attending provincial fields or events. This number includes the general populace, citizens, associate members, and visitors. A player must sign-in to be counted. To be elevated to the level of a barony the province must have been part of the Empire for one year.
- c. Shires must have at least five different people per month attending provincial fields or events. This number includes the general populace, citizens, associate members, and visitors. A player must sign-in to be counted.

4. C. Elevation

- a. Any group may petition to be upgraded to the next provincial level as long as they can prove their readiness to the Imperial Monarch and the Imperial Prime Minister. The group must prove that they have met the attendance requirements for six months. Both the Imperial Monarch and the Imperial Prime Minister must agree upon the promotion.
- b. New Shires may be recognized in the same way. Shires do not need to meet the minimum size requirement for six months but only at the time of recognition. Shires may dip down below the required number on a regular basis.

4. D. Demotion

- a. If a province fails to meet its required size for twelve consecutive months, the Imperial Monarch and the Imperial Prime Minister may put that group on probation for six months. If the province cannot improve its numbers and meet minimum size requirements for at least two of the six months in the probationary period, then the Imperial Althing may vote to demote them in size. A province may only drop one size level at a time.
- b. A provincial group may, by Althing decision, voluntarily self-demote to a smaller sized group. The vote to demote must pass by a margin of 60% and the proposal must meet with the approval of the group's Provincial Monarch. The demotion does not become effective until the results of the demotion decision have been communicated to the Imperial Prime Minister and verified by that officer. Once the Imperial Prime Minister has verified the self-demotion, and made it official, the group immediately drops down to the next lower group size (Duchy becomes a Barony, Barony a Shire).
 1. No group may self-demote more than one step in any given reign (of that group).
- c. Should a group fail to follow Corpora requirements regarding qualification of officers, holding a Crown Qualification Tournament, or payment of taxation, the Imperial Monarch, upon agreement from the Imperial Prime Minister, may immediately place the group on probation for demotion, once the Imperial Prime Minister has verified a breach of Corpora requirements. If these Corpora requirements are not met by, or at, the beginning of the next reign of the group in question, (i.e. if another set of officers is elected without the correct qualifications, without holding a Crown Qualification Tournament, or without taxation payment to the Empire), that group shall be immediately demoted by one size (Duchy to Barony, Barony to Shire).

4. E. Sponsorship Revocation

- a. The Northern Empire may choose to stop sponsoring any province by a majority vote at an Imperial Althing in which any of the following has occurred:
 1. The Province is in violation of the signed contract with the Central (Burning Lands) Board of Directors.
 2. The Province is in violation of the signed contract with the Northern Empire Board of Directors.
 3. The Province has provided no contact with the Northern Empire for a period of one year.
 4. The membership of the province has been in constant violation of Appendix B of the Northern Empire corpora.

4. F. Alternate fields

- a. Alternate fields, fighter practices and other field days which are held at a separate time and location from the regular field may be held as long as all requirements below are followed.
- b. Must be located within 25km of regular field.
- c. May be named, but requires the following:
 1. The contracted province must precede any name chosen; "Wolvenfang at Citadel Shadow"
 2. May not use a name of an already contracted land.
- d. May have a Governor appointed by the Provincial Monarch take responsibility for running the field.

5. Elected Leaders

5. A. Imperial Monarch of the Northern Empire

- a. Crown elections will be held approximately every six months. All citizens of the Empire can vote in this election.
- b. The Imperial Monarch will have the power to break ties at Imperial Althings except those that he or she is directly involved in. In such cases the Imperial Prime Minister will break ties.
 1. The Imperial Monarch or Imperial Prime Minister's vote shall be cast prior to the tallying of the votes. In the case of a tie, the tie-breaking vote is the Imperial Monarch or Imperial Prime Minister's vote as already cast; that vote may not be changed after the results have been tallied.
- c. The Imperial Monarch shall preside over all Imperial Althings, ceremonies, and functions.
- d. May award the following honours at his/her discretion:
 1. All titles of nobility.
 2. Peerage (The four orders of Knighthood as defined in the Amtgard Rules of Play.)
 3. All ladder awards as defined in the Amtgard Rules of Play.
 4. All non-ladder awards.
 5. Masterhood as defined in the Amtgard Rules of Play.
 6. Masterhood of non-ladder awards.
 7. Class Masterhoods and Masterhood in the Reeves Guild.
 8. May create new honours, awards, and titles in keeping with his/her office.
- e. May receive the title of Duke (or Grand Duke for serving two or more terms as Imperial Monarch) after his/her term is over based on good and valuable service in the position.
- f. The Imperial Monarch shall descend from office if he or she misses more than four weeks in a row or eight weeks total, counting attendance anywhere in the Empire, Imperial events or inter-kingdom events. Exception - the Imperial Althing may consider special circumstances.
- g. If the Imperial Monarch descends from the throne for any reason the Imperial Consort will become the "pro-tem" Imperial Monarch.
- h. No Imperial Monarch may have the throne for more than two consecutive terms.
- i. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- j. Only those who qualify at Imperial Crown Qualifications may run for Imperial Monarch. This qualification includes a reeve and corpora test as per section 18.A.d.
- k. The Imperial Monarch shall hold an automatic seat on the Northern Empire Board of Directors during his/her term.
- l. Awards and honours may never be given to members of other kingdoms without the permission of the Monarch of that kingdom.
- m. The Imperial Monarch must be at least eighteen years of age.
- n. The Imperial Monarch will schedule and preside over a meeting of Provincial Monarchs to schedule corpora required and other Imperial events.
- o. The Imperial Monarch shall be responsible for running the next Imperial Crown Qualifications event unless he or she is again running for Imperial office. If the Imperial Monarch is running for office a second time, the Imperial Guildmaster of Reeves will be responsible for running the next Imperial Crown Qualifications.
- p. The Imperial Monarch shall ensure the publication of a calendar of all Imperial events within thirty days of his/her coronation.
- q. The Imperial Monarch may at his/her discretion grant extra class credits to all members attending an event within the Northern Empire.
- r. The Imperial Monarch may spend money from the Imperial Treasury in three ways. All expenses must be documented by the Imperial Prime Minister

1. Up to 10% of the Imperial Treasury may be spent each month on the general running of the Empire. Any percentage not spent does not accumulate.
2. i. Up to 50% of the Imperial Treasury may be spent to run corpora required events. These events should be budgeted to make money or break even and any profits returned to the Imperial Treasury.
2. ii. If the costs incurred exceed 50% of the treasury, extra funds must be withdrawn from the 10% the Imperial Monarch may spend each month. Additional funds may be withdrawn with an Imperial Althing approval.
3. Other expenditures for the Empire may be made with the approval of an Imperial Althing.
- s. The Imperial Monarch is responsible for public relations and Amtgard's interaction with civilians at Imperial and Inter-kingdom Events. This includes but is not necessarily limited to:
 1. Recruiting.
 2. Speaking to interested passersby, or delegating someone to, as required to maintain a good image in the community.
 3. Dealing with police, rangers and any other forms of mundane authority need to be addressed.
- u. The Imperial Monarch whose reign begins after the biannual Northern Empire Coronation event must call for proposals for the running of the next Northern Empire Coronation event. These proposals should be mostly complete, including site, budget, and proposed events and feasts. The Imperial Monarch and Northern Empire Board of Directors should choose the best of these proposals and appoint the autocrat as per the accepted proposal. That autocrat will be in charge of the successful production of the next coronation event, even though much of his/her work may not be done during the reign of the Imperial Monarch who appointed him/her.
 1. An autocrat can be replaced once appointed in any of the following ways: by voluntarily stepping down or by straight majority vote of Imperial Althing. In either case, it is the duty of the Imperial Monarch in charge at the time to appoint a replacement autocrat.
- v. Must have valid identification to properly cross the United States and Canadian border at the time of election.
 1. Valid Identification is based on federal laws passed by both countries. Please contact Canada Border Services Agency or US Customs and Border Patrol for more information.
 2. May ascend into office without identification provided the identification has been approved and is in transit.
- w. Must travel to two other groups other than their home group during their term.
 1. Failure to meet this requirement will consider the officer a "Pro-Tem" position, disqualifying them for titles of nobility, ladder awards specifically related to their term in office, and the term will not count towards qualifying for knight of the crown.
- x. The summer-term Imperial Monarch is responsible for ensuring that a representative of the Northern Empire is present at the annual Circle of Monarchs meeting held at the Gathering of the Clans. This may be themselves, an IKRC representative (10.F), or another representative chosen by the Monarch, and subject to the approval of the other Imperial officers.

5. B. Ducal Monarch of a Duchy

- a. Ducal elections will be held approximately every six months. All citizens and associate members of the duchy may vote in this election.
- b. The Ducal Monarch will have the power to break ties at ducal Althings except those that he or she is directly involved in. In such cases the Ducal Chancellor will break ties.
 1. The Ducal Monarch's or Ducal Chancellor's vote shall be cast prior to the tallying of the votes. In the case of a tie, the tie-breaking vote is the Ducal Monarch's or Ducal Chancellor's vote as already cast; that vote may not be changed after the results have been tallied.
- c. The Ducal Monarch shall preside over all ducal ceremonies, althings, and functions.
- d. May award the following honours:
 1. All ladder awards as defined in the Amtgard Rules of Play up to and including the 8th level.
 2. All non-ladder awards up to and including the 8th level.
 3. May not award Class Masterhoods or Masterhood in the Reeves Guild.
 4. May not award any titles of nobility.
 5. May create new honours, awards, and titles in keeping with his/her office.
 6. May not award the four orders of Knighthood.
 7. May not award Masterhood as defined in the Amtgard Rules of Play.
 8. May not award Masterhood of Non-Ladder Awards.
- e. May receive the title of Baron/Baroness (higher titles are possible at the Imperial Monarch discretion for multiple terms) after his/her term is over based on good and valuable service in the position.
- f. The Ducal Monarch shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home duchy, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the ducal Althing may consider special circumstances.
- g. If the Ducal Monarch descends from the throne for any reason the Ducal Consort will become the "pro-tem" Ducal Monarch.
- h. No Ducal Monarch may hold a ducal throne for more than two consecutive terms.
- i. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- j. Only those who qualify at Ducal Crown Qualifications may run for Ducal Monarch. This qualification includes a reeve and corpora test as per Section 18.A.d.
- k. Awards and honours may never be given to members of other kingdoms without the permission of the Monarch of that kingdom, or to members of other provinces of the Northern Empire without the permission of the affected Provincial Monarch or of the Imperial Monarch.
- l. A Ducal Monarch must be at least eighteen years of age.
- m. Will attend or send a representative to the meeting of Provincial Monarchs, which bestows and schedules corpora required and other Imperial events when it happens during his/her reign.
- n. The Ducal Monarch shall be responsible for running the next Ducal Crown Qualifications event unless he or she is again running for ducal office. If the Ducal Monarch is running for office a second time, the Ducal Guildmaster of Reeves will be responsible for running the next Ducal Crown Qualifications.
- o. The Ducal Monarch will coordinate the scheduling of all corpora required and other ducal game days and events.
- p. The Ducal Monarch shall ensure the publication of a calendar of all ducal events within 30 days of his/her coronation.
- q. The Ducal Monarch shall provide the Imperial Monarch with a list of any recommendations for Imperial awards on request.
- r. May at his/her discretion grant extra class credits to any member of his/her duchy.
- s. May spend money from the ducal treasury in three ways. All expenses must be documented.
 1. Up to 10% of the ducal treasury may be spent each month on the general running of the duchy. Any percentage not spent does not accumulate.
 2. Up to 50% of the ducal treasury may be spent to run corpora required events. These events

- should be budgeted to make money or break even and any profits returned to the ducal treasury. If such an event is run so that proceeds are not intended to pay for it, the extra cost must come out of the 10% the Ducal Monarch may spend each month or must be approved by a ducal Althing.
3. Other expenditures for the duchy may be made with the approval of a ducal Althing.
- t. The Ducal Monarch is responsible for public relations and Amtgard's interaction with civilians at ducal game days and events. This includes but is not necessarily limited to:
1. Recruiting.
 2. Speaking to interested passersby, or delegating someone to, as required to maintain a good image in the community.
 3. Dealing with police, rangers and any other forms of mundane authority need to be addressed.

5. C. Baronial Monarch of a Barony

- a. Baronial elections will be held approximately every six months. All citizens and associate members of the Barony may vote in this election.
- b. The Baronial Monarch will have the power to break ties at Baronial Althings except those that he or she is directly involved in. In such cases the Baronial Chancellor will break ties.
 1. The Baronial Monarch's or Baronial Chancellor's vote shall be cast prior to the tallying of the votes. In the case of a tie, the tie-breaking vote is the Baronial Monarch's or Baronial Chancellor's vote as already cast; that vote may not be changed after the results have been tallied.
- c. The Baronial Monarch shall preside over all Baronial ceremonies, Althings, and functions
- d. May award the following honours:
 1. All ladder awards as defined in the Amtgard Rules of Play up to and including the 5th level.
 2. All non-ladder awards up to an including the 5th level.
 3. May create new honours, awards, and titles in keeping with his/her office.
 4. May not award titles of nobility.
 5. May not award the four orders of Knighthood.
 6. May not award Masterhood as defined in the Amtgard Rules of Play.
 7. May not award Masterhood of non-ladder awards.
 8. May not award Class Masterhood or Masterhood in the Reeves Guild.
- e. May receive the title of Baronet (higher titles are possible at the Imperial Monarch discretion for multiple terms) after his/her term is over based on good and valuable service in the position.
- f. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home barony, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the Baronial Althing may consider special circumstances.
- g. Should the Baronial Monarch descend from the throne for any reason the Baronial Consort will become the "pro-tem" Baronial Monarch.
- h. No Baronial Monarch may hold a Baronial throne for more than two consecutive terms.
- i. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- j. Only those who qualify at Baronial Crown Qualifications may run for Baronial Monarch. This qualification includes a reeve and corpora test as per section 18.A.d.
- k. Awards and honours may never be given to members of other kingdoms without the permission of the Monarch of that kingdom, or to members of other provinces of the Northern Empire without the permission of the affected Provincial Monarch or of the Imperial Monarch.
- l. A Baronial Monarch must be at least eighteen years of age.
- m. The Baronial Monarch will attend or send a representative to the meeting of Provincial Monarchs, which bestows and schedules corpora required and other Imperial events when it happens during his/her reign.
- n. The Baronial Monarch shall be responsible for running the next Baronial Crown Qualifications event unless he or she is again running for Baronial office. If the Baronial Monarch is running for office a second time, the Baronial Guildmaster of Reeves will be responsible for running the next Baronial Crown Qualifications.
- o. The Baronial Monarch will coordinate the scheduling of all corpora required and other Baronial game days and events.
- p. The Baronial Monarch shall ensure the publication of a calendar of all Baronial events within thirty days of his/her coronation.
- q. The Baronial Monarch shall provide the Imperial Monarch with a list of any recommendations for Imperial awards on request.
- r. The Baronial Monarch may at his/her discretion grant extra class credits to any member of his/her Barony.
- s. The Baronial Monarch may spend money from the Baronial treasury in three ways. All expenses

must be documented.

1. Up to 10% of the Baronial treasury may be spent each month on the general running of the Barony. Any percentage not spent does not accumulate.
 2. Up to 50% of the Baronial treasury may be spent to run corpora required events. These events should be budgeted to make money or break even and any profits returned to the Baronial treasury. If such an event is run so that proceeds are not intended to pay for it, the extra cost must come out of the 10% the Baronial Monarch may spend each month or must be approved by a Baronial Althing.
 3. Other expenditures for the Barony may be made with the approval of a Baronial Althing.
- t. The Baronial Monarch is responsible for public relations and Amtgard's interaction with civilians at Baronial game days and events. This includes, but is not necessarily limited to:
1. Recruiting.
 2. Speaking to interested passersby, or delegating someone to, as required to maintain a good image in the community.
 3. Dealing with police, rangers and any other forms of mundane authority need to be addressed.

5. D. Sheriff of a Shire

- a. Shire elections will be held approximately every six months. All citizens and associate members of the Shire may vote in this election.
- b. The Sheriff will have the power to break ties at Shire Althings except those that he/she is directly involved in. In such cases the Shire Chancellor will break ties.
 1. The Sheriff's or Chancellor's vote shall be cast prior to the tallying of the votes. In the case of a tie, the tie-breaking vote is the Sheriff's or Chancellor's vote as already cast; that vote may not be changed after the results have been tallied.
- c. The Sheriff shall preside over all Shire Althings, ceremonies, and functions
- d. May award the following honours:
 1. All ladder awards as defined in the Amtgard Rules of Play up to and including the 2nd level.
 2. All non-ladder awards up to and including the 2nd level.
 3. May create new honours, awards, and titles in keeping with his/her office.
 4. May not award any titles of nobility.
 5. May not award the four orders of knighthood.
 6. May not award Masterhood as defined in the Amtgard Rules of Play.
 7. May not award Masterhood of Non-Ladder Awards.
 8. May not award Class Masterhood or Masterhood in the Reeves Guild.
- e. May receive the title of Lord or Lady (higher titles are possible at the Imperial Monarch discretion for multiple terms) after his/her term is over based on good and valuable service in the position. Especially in small Shires, two terms as sheriff is often expected before someone can become a Lord or Lady.
- f. The Sheriff shall descend from office if he/she misses more than four weeks in a row or eight weeks total counting attendance in his/her home Shire, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the Shire Althing may consider special circumstances.
- g. If the Sheriff descends from the throne for any reason the Shire's Consort will become the "pro-tem" Sheriff.
- h. No Sheriff may hold a Shire throne for more than two consecutive terms.
- i. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- j. Only those who qualify at Shire Crown Qualifications may run for Sheriff. This qualification includes a reeve and corpora test as per Section 18.A.d.
- k. Awards and honours may never be given to members of other kingdoms without the permission of the Monarch of that kingdom, or to members of other provinces of the Northern Empire without the permission of the affected Provincial Monarch or of the Imperial Monarch.
- l. A Sheriff should be at least eighteen years of age, but exceptions may be made by agreement of the Imperial Monarch and the Imperial Prime Minister.
- m. The Sheriff should attend or send a representative to the meeting of Provincial Monarchs, which bestows and schedules corpora required and other Imperial events when it happens during his/her reign.
- n. The Sheriff shall be responsible for running the next Shire Crown Qualifications event unless he or she is again running for Shire office. If the Sheriff is running for office a second time, the Shire Guildmaster of Reeves will be responsible for running the next Shire Crown Qualifications.
- o. The Sheriff will coordinate the scheduling of all corpora required and other Shire game days and events.
- p. The Sheriff shall ensure the publication of a calendar of all Shire events within thirty days of his/her coronation.
- q. The Sheriff shall provide the Imperial Monarch with a list of any recommendations for Imperial awards on request.
- r. The Sheriff may at his/her discretion grant extra class credits to any member of his/her Shire.
- s. The Sheriff may spend money from the Shire treasury in three ways. All expenses must be

documented.

1. Up to 10% of the Shire treasury may be spent each month on the general running of the Shire. Any percentage not spent does not accumulate.
 2. Up to 50% of the Shire treasury may be spent to run corpora required events. These events should be budgeted to make money or break even and any profits returned to the Shire treasury. If such an event is run so that proceeds are not intended to pay for it, the extra cost must come out of the 10% the Sheriff may spend each month or must be approved by a Shire Althing.
 3. Other expenditures for the Shire may be made with the approval of a Shire Althing.
- t. The Sheriff is responsible for public relations and Amtgard's interaction with civilians at Shire game days and events. This includes, but is not necessarily limited to.
1. Recruiting.
 2. Speaking to interested passersby or delegating someone to as required to maintain a good image in the community.
 3. Dealing with police, rangers and any other forms of mundane authority need to be addressed.

6. Elected Arts and Sciences Officers and Vice Leader

6. A. Consort of the Empire (Imperial Consort)

- a. Crown elections will be held approximately every six months. All citizens of Empire can vote in this election.
- b. The Imperial Consort shall preside over all Imperial ceremonies and functions in the Imperial Monarch absence.
- c. May award the following orders (up to any level):
 1. Lion, Rose, Dragon, Owl, Garber, and Smith as defined in the Amtgard Rules of Play.
 2. Hydra.
 3. May create new honours in keeping with his/her office.
- d. May receive the title of Count/Countess (higher titles are possible at the Imperial Monarch discretion for multiple terms) after his/her term is over based on good and valuable service in the position.
- e. The Imperial Consort shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance anywhere in the Empire, Imperial events or inter-kingdom events. Exception - the Imperial Althing may consider special circumstances.
- f. No Imperial Consort may have the position for more than two consecutive terms.
- g. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- h. Only those who qualify at Imperial Crown Qualifications may run for Consort this qualification includes a reeve and corpora test as per section 18.A.d.
- i. Awards and honours may never be given to members of other kingdoms without the permission of the Monarch of that kingdom.
- j. The Imperial Consort must be at least eighteen years of age.
- k. The Imperial Consort is responsible for organizing the Arts and Sciences portion of the Imperial Crown Tournament.
- l. The Imperial Consort is responsible for the Imperial Midreign Feast.
- m. The Imperial Consort shall become pro-tem Imperial Monarch should the Imperial Monarch leave office.
- n. Should the Imperial Consort leave office for any reason, the Imperial Monarch appoints another "pro-tem" Imperial Consort who must be ratified by majority vote by all eligible members in an Imperial Althing which must take place within a month. If the Althing does not ratify the appointment, then a general election is held to choose the new Imperial Consort from any citizen of the Northern Empire.
- o. The Imperial Consort shall be responsible for fostering the art & sciences in the Empire.
- p. The Imperial Consort shall be responsible for running an Imperial Arts & Science Tournament called the Imperial Dragonmaster. (See section 19.B)
- q. Must have valid identification to properly cross the United States and Canadian border at the time of election.
 1. Valid Identification is based on federal laws passed by both countries. Please contact Canada Border Services Agency or US Customs and Border Patrol for more information.
 2. May ascend into office without identification provided the identification has been approved and is in transit.
- r. Must travel to two other groups other than their home group during their term.
 1. Failure to meet this requirement will consider the officer a "pro-tem" position, disqualifying them for titles of nobility, ladder awards specifically related to their term in office, and the term will not count towards qualifying for knight of the crown.

6. B. Consort of a Duchy

- a. Ducal elections will be held approximately every six months. All citizens and associate members of the duchy can vote in this election.
- b. The Ducal Consort shall preside over all ducal ceremonies and functions in the Ducal Monarch's absence.
- c. May award the following orders (up to the 8th level):
 1. Lion, Rose, Dragon, Owl, Garber, and Smith as defined in the Amtgard Rules of Play.
 2. Hydra.
 3. May create new honours in keeping with his/her office.
- d. May receive the title of Baronet (higher titles are possible at the Imperial Monarch discretion for multiple terms) after his/her term is over based on good and valuable service in the position.
- e. The Ducal Consort shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home duchy, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the ducal Althing may consider special circumstances
- f. No Ducal Consort may have the position for more than two consecutive terms.
- g. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- h. Only those who qualify at Ducal Crown Qualifications may run for Consort. This qualification includes a reeve and corpora test as per section 18.A.d.
- i. Awards and honours may never be given to members of other kingdoms without the permission of the Monarch of that kingdom, or to members of other provinces of the Northern Empire without the permission of the affected Provincial Monarch or of the Imperial Monarch.
- j. The Ducal Consort must be at least eighteen years of age.
- k. The Ducal Consort is responsible for organizing the Arts and Sciences portion of the Ducal Crown Tournament
- l. The Ducal Consort shall be responsible for the Ducal Midreign Feast.
- m. The Ducal Consort shall become "pro-tem" Ducal Monarch should the Ducal Monarch leave office.
- n. Should the Ducal Consort leave office for any reason, the Ducal Monarch appoints another to be "pro-tem" Ducal Consort who must be ratified by majority (and who must be eligible to vote) in a Ducal Althing which must take place within a month. If the Althing does not ratify the appointment, then a general election is held to choose the new Ducal Consort from volunteering eligible populace of the Duchy.
- o. The Ducal Consort shall be responsible for fostering the art & sciences in his/her duchy

6. C. Consort of a Barony

- a. Baronial elections will be held approximately every six months. All citizens and associate members of the Barony can vote in this election.
- b. The Baronial Consort shall preside over all Baronial ceremonies and functions in the Baronial Monarch' absence.
- c. May award the following orders (up to 5th level)
 1. Rose, Dragon, Owl, Garber, and Smith as defined in the Amtgard Rules of Play.
 2. Hydra.
 3. May create new honours in keeping with his/her office.
- d. May receive the title of Lord/Lady (higher titles are possible at the Imperial Monarch discretion for multiple terms) after his/her term is over based on good and valuable service in the position.
- e. The Baronial Consort shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home Barony, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the Baronial Althing may consider special circumstances.
- f. No Baronial Consort may have the position for more than two consecutive terms.
- g. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- h. Only those who qualify at Baronial Crown Qualifications may run for Baronial Consort. This qualification includes a reeve and corpora test as per Section 18.A.d.
- i. Awards and honours may never be given to members of other kingdoms without the permission of the Monarch of that kingdom, or to members of other provinces of the Northern Empire without the permission of the affected Provincial Monarch or of the Imperial Monarch.
- j. The Baronial Consort must be at least eighteen years of age.
- k. The Baronial Consort is responsible for organizing the Arts and Sciences portion of the Baronial Crown Tournament
- l. The Baronial Consort shall be responsible for the Baronial Midreign Feast (if any).
- m. The Baronial Consort shall become "pro-tem" Baronial Monarch should the Baronial Monarch leave office.
- n. Should the Baronial Consort leave office for any reason, the Baronial Monarch appoints another to be pro-tem Baronial Consort who must be ratified by majority (and who must be eligible to vote) in a "Baronial Althing" which must take place within a month. If the Althing does not ratify the appointment, then a general election is held to choose the new Baronial Consort from volunteering eligible populace of the Barony.
- o. The Baronial Consort shall be responsible for fostering the art & sciences in his/her Barony.

6. D. Consort of a Shire / Regent

- a. Shires may, if desired, elect a Shire Consort.
- b. Shire elections will be held approximately every six months. All citizens and associate members of the Shire can vote in this election.
- c. The Shire Consort shall preside over all Shire ceremonies and functions in the Sheriff's absence.
- d. May award the following orders (up to the 2nd level):
 1. Lion, Rose, Dragon, Owl, Garber, and Smith as defined in the Amtgard Rules of Play.
 2. Hydra.
 3. May create new honours in keeping with his/her office.
- e. May receive the title of Master/Mistress after multiple terms based on good and valuable service in the position.
- f. The Shire Consort shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home Shire, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the Shire Althing may consider special circumstances.
- g. No Consort may have the position for more than two consecutive terms.
- h. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- i. Only those who qualify at Shire Crown Qualifications may run for Consort. This qualification includes a reeve and corpora test as per Section 18.A.d.
- j. Awards and honours may not be given to members of other kingdoms without the permission of the Monarch of that kingdom, or to members of other provinces of the Northern Empire without the permission of the affected Provincial Monarch or of the Imperial Monarch.
- k. The Consort of a Shire should be at least eighteen years of age, but exceptions may be made by agreement of the Imperial Monarch and the Imperial Prime Minister.
- l. The Shire Consort is responsible for organizing the Arts and Sciences portion of the Shire Crown Tournament
- m. The Shire Consort shall be responsible for the Shire Midreign Feast (if any).
- n. The Shire Consort shall become "pro-tem" Sheriff should the Sheriff leave office.
- o. Should the Shire Consort leave office for any reason, the Sheriff appoints another to be pro-tem Shire Consort who must be ratified by majority (and who must be eligible to vote) in a Shire Althing which must take place within a month. If the Althing does not ratify the appointment, then a general election is held to choose the new Shire Consort from volunteering eligible populace of the Shire.
- p. The Regent shall be responsible for fostering the art & sciences in his/her Shire.

7. Elected Record Keeping Officers

7. A. Prime Minister

- a. The Prime Minister shall be elected at Imperial Midreign, and shall hold the position for one six-month term.
- b. The Prime Minister must be at least eighteen years of age
- c. No person may hold the position of Prime Minister for more than two consecutive terms.
- d. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- e. Candidates wishing to run for Prime Minister must pass a corpora test and be a member of the Imperial Reeve's Guild.
- f. May receive the title of Count/Countess (higher titles are possible at the Imperial Monarch discretion for multiple terms) after his/her term is over based on good and valuable service in the position.
- g. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance anywhere in the Empire, Imperial events or inter-kingdom events. Exception - the Imperial Althing may consider special circumstances.
- h. The Prime Minister must be capable and legally able to handle club funds.
- i. May spend up to 10% of the Imperial treasury every month in order to run the Empire. The Imperial Althing must vote on all larger expenditures. Any percentage not spent does not accumulate. All expenses must be documented.
- j. The Prime Minister is responsible for collection of all fees, money and for the collection of Imperial share of dues from the provinces.
- k. The Prime Minister is responsible for keeping accurate records of all Imperial income and expenses. This will include all bank activities under the following further restrictions:
 1. A deposit slip shall be received and added to the financial archives for all deposits.
 2. No night drops are ever permitted.
 3. Also all withdraws must be by cheque and the memo area must be filled out indicating why the cheque was written.
 4. The duplicate chequebooks will also become part of the financial archives.
- l. The Prime Minister is responsible for giving written records of income and expenses to Imperial Monarch and Scribe at Imperial Midreign and Imperial Crown Qualifications.
- m. The Prime Minister is responsible for providing master-copy rulebooks to Provincial Chancellors for local distribution as needed.
- n. The Prime Minister is responsible for providing master-copy Corpora to Provincial Chancellors for local distribution as needed.
- o. The Prime Minister shall hold an automatic seat on the Northern Empire Board of Directors during his/her term.
- p. The Prime Minister shall be responsible for keeping and compiling an on-going record of awards, titles and honours from the provinces (this includes awards, titles and honours given at the Imperial level) and will supply such records to Provincial Chancellors as needed.
- q. If the Prime Minister descends from office a new one will be elected as soon as possible (at latest within a month). During the interim, the Imperial Monarch will take over pro-tem duties of the Prime Minister.
- r. Must have valid identification to properly cross the United States and Canadian border at the time of election.
 1. Valid Identification is based on federal laws passed by both countries. Please contact Canada Border Services Agency or US Customs and Border Patrol for more information.
 2. May ascend into office without identification provided the identification has been approved and is in transit.
- s. Must travel to two other groups other than their home group during their term.
 1. Failure to meet this requirement will consider the officer a "Pro-Tem" position, disqualifying

them for titles of nobility, ladder awards specifically related to their term in office, and the term will not count towards qualifying for knight of the crown.

7. B. Ducal Chancellor

- a. The Ducal Chancellor shall be elected at ducal Mid-reign and shall hold the position for one six-month term.
- b. The Ducal Chancellor must be eighteen years of age in order to legally able to handle the Ducal treasury.
- c. No person may hold the position of Ducal Chancellor for more than two consecutive terms.
- d. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- e. Candidates wishing to run for Ducal Chancellor must pass a corpora test and be a member of the Reeve's Guild.
- f. May receive the title of Lord/Lady (higher titles are possible at the Imperial Monarch discretion for multiple terms) after his/her term is over based on good service in the position.
- g. The Ducal Chancellor shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home duchy, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the ducal Althing may consider special circumstances
- h. May spend up to 10% of the ducal treasury every month in order to run the duchy. The ducal Althing must vote on all larger expenditures. Any percentage not spent does not accumulate. All expenses must be documented.
- i. The Ducal Chancellor is responsible for the collection of all fees, dues and monies at the duchy level and payment of taxes to the Empire.
- j. The Ducal Chancellor is responsible for keeping accurate records of all Ducal income and expenses. This will include all bank activities under the following further restrictions:
 1. A deposit slip shall be received and added to the financial archives for all deposits.
 2. No night drops are ever permitted.
 3. Also all withdraws must be by cheque and the memo area must be filled out indicating why the cheque was written.
 4. The duplicate chequebooks will also become part of the financial archives.
- k. The Ducal Chancellor is responsible for giving written records of income and expenses to the Ducal Monarch and the Ducal Scribe (if any) as well as the Imperial Prime Minister at Mid-reign and Crown Qualifications.
- l. The Ducal Chancellor is responsible for compiling accurate records of the dues paid members of duchy and providing the same to the Imperial Prime Minister.
- m. The Ducal Chancellor must keep attendance and class attendance records for the duchy and provide such to the Imperial Prime Minister upon request.
- n. The Ducal Chancellor is responsible for providing rulebooks to members of the duchy as needed.
- o. The Ducal Chancellor is responsible for providing copies of the Northern Empire Corpora to members of the duchy as needed.
- p. The Ducal Chancellor shall be responsible for keeping and compiling an on-going record of awards, titles and honours from their province (this includes awards, titles and honours given at the Imperial level) and will supply such records to Ducal Monarch or to the Prime Minister as needed.
- q. If the Ducal Chancellor descends from office a new one will be elected as soon as possible (at latest during the next ducal Althing, which must happen within a month). During the interim, the Ducal Monarch will take over pro-tem duties of the Ducal Chancellor.
- r. The Ducal Chancellor must keep the information in the Online Record Keeper up to date and accurate for the duchy.

7. C. Baronial Chancellor

- a. The Baronial Chancellor shall be elected at Baronial Mid-reign and shall hold the position for one six-month term.
- b. The Baronial Chancellor must be eighteen years of age.
- c. No person may hold the position of Baronial Chancellor for more than two consecutive terms.
- d. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- e. Candidates wishing to run for Baronial Chancellor must pass a corpora test and be a member of the Reeve's Guild.
- f. May receive the title of Master (higher titles are possible at the Imperial Monarch discretion for multiple terms) after his/her term is over based on good and valuable service in the position.
- g. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home Barony, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the Baronial Althing may consider special circumstances.
- h. May spend up to 10% of the Baronial treasury every month in order to run the Barony. The Baronial Althing must vote on all larger expenditures. Any percentage not spent does not accumulate. All expenses must be documented.
- i. The Baronial Chancellor is responsible for the collection of all fees, dues, and monies at the Baronial level and payment of taxes to the Empire.
- j. The Baronial Chancellor is responsible for keeping accurate records of all Imperial income and expenses. This will include all bank activities under the following further restrictions:
 1. A deposit slip shall be received and added to the financial archives for all deposits.
 2. No night drops are ever permitted.
 3. Also all withdraws must be by cheque and the memo area must be filled out indicating why the cheque was written.
 4. The duplicate chequebooks will also become part of the financial archives.
- k. The Baronial Chancellor is responsible for giving written records of income and expenses to the Baronial Monarch and the Baronial Scribe (if any) as well as the Imperial Prime Minister at Midreign and Crown Qualifications.
- l. The Baronial Chancellor is responsible for compiling accurate records of the dues paid members of Barony and providing the same to the Imperial Prime Minister.
- m. The Baronial Chancellor must keep attendance and class attendance records for the Barony and provide such to the Imperial Prime Minister upon request.
- n. The Baronial Chancellor is responsible for providing rulebooks to members of the Barony as needed.
- o. The Baronial Chancellor is responsible for providing copies of the Northern Empire Corpora to members of the Barony as needed.
- p. The Baronial Chancellor shall be responsible for keeping and compiling an on-going record of awards, titles and honours from their province (this includes awards, titles and honours given at the Imperial level) and will supply such records to Baronial Monarch or to the Prime Minister as needed.
- q. If the Baronial Chancellor descends from office a new one will be elected as soon as possible (at latest during the next Baronial Althing, which must happen within a month). During the interim, the Baronial Monarch will take over pro-tem duties of the Baronial Chancellor.
- r. The Baronial Chancellor must keep the information in the Online Record Keeper up to date and accurate for the Barony.

7. D. Shire Chancellor

- a. The Shire Chancellor shall be elected at Shire Mid-reign and shall hold the position for one term.
- b. The Shire Chancellor must be eighteen years of age.
- c. No person may hold the position of Shire Chancellor for more than two consecutive terms.
- d. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- e. Candidates wishing to run for Shire Chancellor must pass a corpora test and be a member of the Reeve's Guild.
- f. The Shire Chancellor may receive the title of Esquire (higher titles are possible at the Imperial Monarch discretion for multiple terms) after his/her term is over based on good and valuable service in the position.
- g. The Shire Chancellor shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home Shire, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the Shire Althing may consider special circumstances.
- h. The Shire Chancellor may spend up to 10% of the Shire treasury every month in order to run the Shire. The Shire Althing must vote on all larger expenditures. Any percentage not spent does not accumulate. All expenses must be documented.
- i. The Shire Chancellor is responsible for the collection of all fees, dues and monies at the Shire level and payment of taxes to the Empire.
- j. The Shire Chancellor is responsible for keeping accurate records of all Imperial income and expenses. This will include all bank activities under the following further restrictions:
 1. A deposit slip shall be received and added to the financial archives for all deposits.
 2. No night drops are ever permitted.
 3. Also all withdraws must be by cheque and the memo area must be filled out indicating why the cheque was written.
 4. The duplicate chequebooks will also become part of the financial archives.
- k. The Shire Chancellor is responsible for giving written records of income and expenses to the Sheriff and the Shire Scribe (if any) as well as the Imperial Prime Minister at Imperial Midreign and Imperial Crown Qualifications.
- l. The Shire Chancellor is responsible for compiling accurate records of the dues paid members of the Shire and providing the same to the Imperial Prime Minister.
- m. The Shire Chancellor must keep attendance and class attendance records for the Shire and provide such to the Imperial Prime Minister upon request.
- n. The Shire Chancellor is responsible for providing rulebooks to members of the Shire as needed.
- o. The Shire Chancellor is responsible for providing copies of the Northern Empire Corpora to members of the Shire as needed.
- p. The Shire Chancellor shall be responsible for keeping and compiling an on-going record of awards, titles and honours from the provinces (this includes awards, titles and honours given at the Imperial level) and will supply such records to the Sheriff or to the Prime Minister as needed.
- q. If the Chancellor descends from office a new one will be elected as soon as possible (at latest during the next Shire Althing, which must happen within a month). During the interim, the Sheriff will take over pro-tem duties of the Chancellor.
- r. The Shire Chancellor must keep the information in the Online Record Keeper up to date and accurate for the Shire.

8. Champions

8. A. Imperial Champion – Champion of the Realm

- a. The person who places highest in the fighting portion of the Crown Tournament and meets the requirements as laid out in 8.A.e. shall become Imperial Champion.
- b. The Imperial Champion shall hold this position until the end of the Imperial Monarch's reign.
- c. If the Imperial Champion leaves the office, the person who came in second highest in the fighting portion of the Crown Tournament and meets the qualifications as outlined in Section 8.A.e shall ascend to the office.
- d. The Imperial Champion shall descend from office if he or she misses more than four weeks in a row or eight weeks total, counting attendance anywhere in the Empire, Imperial events or inter-kingdom events. Exception – The Imperial Althing may consider special circumstances.
- e. The Imperial Champion must meet the following qualifications in order to ascend to office:
 1. Must be self nominated for the position.
 2. Only those who qualify at Imperial Crown Qualifications may run for Imperial Champion. This qualification includes a reeve and corpora test as per Section 18.A.d.
 3. Must be at least eighteen years of age.
- f. The Imperial Champion will be in charge of defending the Empire's honour.
- g. The Imperial Champion is responsible for game-time at inter-kingdom event where nothing else is scheduled.
- h. The Imperial Champion is in charge of organizing the Imperial Weaponmaster Tournament.
- i. The Imperial Champion may at his/her discretion remove unsafe weapons from the field at Imperial events and is responsible for coordinating weapon safety throughout the Empire.
- j. When the Imperial Champion steps down he or she may, based on good and valuable service in the position, and at the discretion of the Imperial Monarch, gain the title of Defender of the Realm.
- k. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- l. Must have valid identification to properly cross the United States and Canadian border at the time of election.
 1. Valid Identification is based on federal laws passed by both countries. Please contact Canada Border Services Agency or US Customs and Border Patrol for more information.
 2. May ascend into office without identification provided the identification has been approved and is in transit.
- m. Must travel to two other groups other than their home group during their term.
 1. Failure to meet this requirement will consider the officer a "Pro-Tem" position, disqualifying them for titles of nobility, ladder awards specifically related to their term in office, and the term will not count towards qualifying for knight of the crown.

8. B. Ducal Champion

- a. The person who places highest in the fighting portion of the Ducal Crown Tournament and meets the requirements as laid out in 8.B.e. shall become Ducal Champion.
- b. The Ducal Champion shall hold this position until the end of the Ducal Monarch's reign.
- c. If the Ducal Champion leaves the office, the person who came in second highest in the fighting portion of the Ducal Crown Tournament and meets the qualifications as outlined in 8.B.e shall ascend to the office.
- d. The Ducal Champion shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home duchy, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the Ducal Althing may consider special circumstances
- e. The Ducal Champion must meet the following qualifications in order to ascend to office:

1. Must be self nominated for the position.
 2. Only those who qualify at Ducal Crown Qualifications may run for Ducal Champion. This qualification includes a reeve and corpora test as per section 18.A.d.
 3. Must be at least eighteen years of age.
- f. The Ducal Champion will be in charge of defending his/her duchy's honour.
 - g. The Ducal Champion is responsible for running games on normal battle game days in his/her duchy when nothing else has been planned.
 - h. The Ducal Champion may at his/her discretion remove unsafe weapons from the field at ducal events.
 - i. The Ducal Champion is responsible for lost and found in his/her duchy.
 - j. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.

8. C. Baronial Champion

- a. The person who places highest in the fighting portion of the Baronial Crown Tournament and meets the requirements as laid out in 8.C.e. shall become Baronial Champion.
- b. The Baronial Champion shall hold this position until the end of the Baronial Monarch' reign.
- c. If the Baronial Champion leaves the office, the person who came in second highest in the fighting portion of the Baronial Crown Tournament and meets the qualifications as outlined in 8.C.e shall ascend to the office.
- d. The Baronial Champion shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home Barony, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the Baronial Althing may consider special circumstances
- e. The Baronial Champion must meet the following qualifications in order to ascend to office:
 1. Must be self nominated for the position.
 2. Only those who qualify at Baronial Crown Qualifications may run for Baronial Champion. This qualification includes a reeve and corpora test as per Section 18.A.d.
 3. Must be at least eighteen years of age.
- f. The Baronial Champion will be in charge of defending his/her Barony's honour.
- g. The Baronial Champion is responsible for running games on normal battle game days in his/her Barony when nothing else is planned.
- h. The Baronial Champion may at his/her discretion remove unsafe weapons from the field at Baronial events.
- i. The Baronial Champion is responsible for lost and found in his/her Barony.
- j. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.

8. D. Shire Champion

- a. The person who places highest in the fighting portion of the Shire Crown Tournament and meets the requirements as laid out in Section 8.D.e. shall become Shire Champion.
- b. The Shire Champion shall hold this position until the end of the Sheriff's reign.
- c. If the Shire Champion leaves the office, the person who came in second highest in the fighting portion of the Shire Crown Tournament and meets the qualifications as outlined in 8.D.e shall ascend to the office.
- d. The Shire Champion shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home Shire, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the Shire Althing may consider special circumstances
- e. The Shire Champion must meet the following qualifications in order to ascend to office.
 1. Must be self nominated for the position.

2. Only those who qualify at Shire Crown Qualifications may run for Shire Champion. This qualification includes a reeve and corpora test as per section 18.A.d.
 3. Should be at least eighteen years of age, but exceptions may be made by agreement of the Imperial Monarch and the Imperial Prime Minister.
- f. The Shire Champion will be in charge of defending his/her Shire's honour.
 - g. The Shire Champion is responsible for running games on normal battle game days in his/her Shire when nothing else is planned.
 - h. The Shire Champion may at his/her discretion remove unsafe weapons from the field at Shire events.
 - i. The Shire Champion is responsible for lost and found in his/her Shire.
 - j. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.

9. Guildmasters of Reeves

9. A. Imperial Guildmaster of Reeves

- a. The Imperial Guildmaster of Reeves shall run and declare as part of the regular Crown Qualifications process, and shall be elected during the election process that commences at Crown Qualifications. The Imperial Guildmaster of Reeves must pass a reeve and corpora test as per standard qualification requirements. The Imperial Guildmaster of Reeves steps up at Coronation.
- b. The Imperial Guildmaster of Reeves shall be elected by and from citizens that are members of the Imperial Reeves Guild.
- c. The Imperial Guildmaster of Reeves shall work with the Imperial Monarchs, Imperial Prime Minister, and Provincial Guildmasters of Reeves to ensure that the rules are followed fairly, honestly, and accurately within the Empire.
- d. The Imperial Guildmaster of Reeves shall work to ensure that the rules are followed consistently throughout the Northern Empire.
- e. The Imperial Guildmaster of Reeves may at his/her discretion remove unsafe equipment (armour, weapons, musical instruments, etc....) or players from the field throughout the Empire, while present. This sanction may be up to and including until the end of the game day as necessary.
- f. The Imperial Guildmaster of Reeves is responsible for working with the Imperial Champion in coordinating weapon safety throughout the Empire.
- g. The Imperial Guildmaster of Reeves is responsible for ensuring that the conduct of reeves is competent and fair.
- h. The Imperial Guildmaster of Reeves will be the Crown's advisor to the rules.
- i. The Imperial Guildmaster of Reeves will be responsible for creating and distributing a reeve's test and a corpora test within thirty days of stepping into office. Until the new tests are distributed, the previous term's tests will continue to be valid.
 1. The reeve's test may only test knowledge of the current version of the rules, knowledge of Imperially accepted clarifications of the rules, reeve-relevant judgment ability, and safety issues relevant to Amtgard.
 2. The corpora test may only test knowledge of current versions of the Northern Empire Corpora.
- j. The Imperial Guildmaster of Reeves has the right to make rules clarifications where they are unclear. No right to change the rules is granted or implied in this position.
- k. If the current Guildmaster of Reeves wishes to run for a position that requires a passing score on the reeve or corpora test, then a test will be administered by members of the Imperial Reeves Guild who are not involved in the election.
- l. The Imperial Guildmaster of Reeves may be removed from office following the procedure for impeachment of Imperial officers per Section 12.A.a.4. If the Imperial Guildmaster of Reeves leaves office for any reason the Imperial Reeves Guild will elect another one.
- m. The Imperial Guildmaster of Reeves shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance anywhere in the Empire, Imperial events or inter-kingdom events. Exception - the Imperial Althing may consider special circumstances.
- n. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- o. After the Imperial Guildmaster of Reeves steps out of office they are still considered reeve qualified until the next Imperial Reeve's test becomes available.

9. B. Ducal Guildmaster of Reeves

- a. The Ducal Guildmaster of Reeves shall be elected by and from citizens of the Imperial Reeves Guild that are also associated members or citizens of the Duchy in question.
- b. The Ducal Guildmaster of Reeves shall work with the Ducal Monarch and Ducal Chancellor to ensure that the rules are followed fairly, honestly and accurately within the duchy.
- c. The Ducal Guildmaster of Reeves may at his/her discretion remove unsafe equipment (armour, weapons, musical instruments, etc....) or players from the field in his/her duchy, while present. This sanction may be up to and including until the end of the game day as necessary.
- d. The Ducal Guildmaster of Reeves is responsible for working with the Ducal Champion in coordinating weapon safety within his/her duchy.
- e. The Ducal Guildmaster of Reeves is responsible for ensuring that the conduct of reeves is competent and fair within his/her duchy.
- f. The Ducal Guildmaster of Reeves is the Ducal Monarch advisor to the rules.
- g. The Ducal Guildmaster of Reeves is responsible for writing duchy reeve and corpora retests if needed.
- h. The Ducal Guildmaster of Reeves has the right to make rules clarifications where they are unclear within his/her duchy. No right to change the rules is granted or implied in this position. The Ducal Guildmaster is also responsible for bringing such situations to the Imperial Guildmaster of Reeves' attention so they can be addressed across the Empire as needed.
- i. The Ducal Guildmaster of Reeves is responsible for communicating his/her opinions and those of his/her province on Inter-Kingdom Rules Committee questions to the Inter-Kingdom Rules Committee representative when such questions come to his/her notice.
- j. The Ducal Guildmaster of Reeves may be removed from office following the procedure for impeachment of provincial officers per Section 12.B.a.4. If the Ducal Guildmaster of Reeves leaves office for any reason another shall be elected as per Section 9.B.a
- k. The Ducal Guildmaster of Reeves shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home duchy, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial Events or inter-kingdom events. Exception - the Ducal Althing may consider special circumstances
- l. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.

9. C. Baronial Guildmaster of Reeves

- a. The Baronial Guildmaster of Reeves shall be elected by and from members of the Imperial Reeves Guild that are also associate members or citizens of the barony in question.
- b. The Baronial Guildmaster of Reeves shall work with the Baronial Monarch and Baronial Chancellor to ensure that the rules are followed fairly, honestly and accurately within the barony.
- c. The Baronial Guildmaster of Reeves may at his/her discretion remove unsafe equipment (armour, weapons, musical instruments, etc....) or players from the field in his/her barony, while present. This sanction may be up to and including until the end of the game day as necessary.
- d. The Baronial Guildmaster of Reeves is responsible for working with the Baronial Champion in coordinating weapon safety within his/her barony.
- e. The Baronial Guildmaster of Reeves is responsible for insuring that the conduct of reeves is competent and fair within his/her barony.
- f. The Baronial Guildmaster of Reeves is the Baron's/Baroness' advisor to the rules.
- g. The Baronial Guildmaster of Reeves is responsible for writing baronial reeve and corpora retests if needed.
- h. The Baronial Guildmaster of Reeves has the right to make rules clarifications where they are unclear within his/her barony. No right to change the rules is granted or implied in this position. The Baronial Guildmaster of Reeves is also responsible for bringing such situations to the Imperial Guildmaster of Reeves' attention so they can be addressed across the Empire as needed.
- i. The Baronial Guildmaster of Reeves is responsible for communicating his/her opinions and those of his/her province on Inter-Kingdom Rules Committee questions to the Inter-Kingdom Rules Committee representative when such questions come to his/her notice.
- j. The Baronial Guildmaster of Reeves may be removed from office following the procedure for impeachment of provincial officers per Section 12.B.a.4. If the Baronial Guildmaster of Reeves leaves office for any reason another shall be elected as per Section 9.C.a.
- k. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home barony, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial events or inter-kingdom events. Exception - the Baronial Althing may consider special circumstances.
- l. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.

9. D. Shire Guildmaster of Reeves

- a. A Shire may if desired elect a Shire Guildmaster of Reeves.
- b. The Shire Guildmaster of Reeves shall be elected by and from members of the Imperial Reeves Guild that are also associate members or citizens of the Shire in question.
- c. The Shire Guildmaster of Reeves shall work with the Sheriff and Shire Chancellor to insure that the rules are followed fairly, honestly and accurately within the Shire.
- d. The Shire Guildmaster of Reeves may at his/her discretion remove unsafe equipment (armour, weapons, musical instruments, etc....) or players from the field in his/her Shire, while present. This sanction may be up to and including until the end of the game day as necessary.
- e. The Shire Guildmaster of Reeves is responsible for working with the Shire Champion in coordinating weapon safety within his/her Shire.
- f. The Shire Guildmaster of Reeves is responsible for ensuring that the conduct of reeves is competent and fair within his/her Shire.
- g. The Shire Guildmaster of Reeves will be the Sheriff's advisor to the rules.
- h. The Shire Guildmaster of Reeves is responsible for writing Shire reeve and corpora retests if needed.
- i. The Shire Guildmaster of Reeves has the right to make rules clarifications where they are unclear within his/her Shire. No right to change the rules is granted or implied in this position. The Shire Guildmaster of Reeves is also responsible for bringing such situations to the Imperial Guildmaster of Reeves' attention so they can be addressed across the Empire as needed.
- j. The Shire Guildmaster of Reeves is responsible for communicating his/her opinions and those of his/her province on Inter-Kingdom Rules Committee questions to the Inter-Kingdom Rules Committee representative when such questions come to his/her notice.
- k. The Shire Guildmaster of Reeves may be removed from office following the procedure for impeachment of provincial officers as per Section 12.B.a.4. If the Shire Guildmaster of Reeves leaves office for any reason another shall be elected as per Section 9.D.b.
- l. The Shire Guildmaster of Reeves shall descend from office if he or she misses more than four weeks in a row or eight weeks total counting attendance in his/her home Shire, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), Imperial events or inter-kingdom events. Exception - the Shire Althing may consider special circumstances.
- l. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.

10. Other Positions

These positions should exist at the Imperial level; however, all positions except the Inter-Kingdom Rules Committee Representative is fully optional. Positions other than the Inter-Kingdom Rules Committee Representative may also be appropriate at the ducal, baronial or even at the Shire level. If they are used at the provincial level these positions follow the same rules laid out for the Imperial level within their province.

10. A. Scribe

- a. The scribe shall be appointed by the Prime Minister or Provincial Chancellor as necessary.
- b. If the scribe leaves office for any reason the Prime Minister or Chancellor may appoint a new one.
- c. The scribe shall keep and post minutes from all Althings.
- d. At the end of the reign the scribe shall be responsible for updating the corpora and the rules clarification document as per Section 12.A. He or she shall pass this on to the new scribe when appointed and to the Imperial Prime Minister.

10. B. Guards and their Captain

- a. Will be appointed by the Monarch and consort.
- b. Shall aid in keeping event sites clean and free of debris.
- c. Will aid in the collection of fees at Amtgard events.
- d. The Captain of the Guard will be one of the members of the guard. At Amtgard events that are run by his or her group, he or she will be in charge of security. Autocrats hold the right to appoint their own security for events they are running.
- e. Consort's Defender is purely an honorary position. This shall come from among the guards and is appointed by the consort.

10. C. Court Herald

- a. Appointment and dismissal at the Monarch's discretion.
- b. Responsible for organization/protocol at Amtgard events.

10. D. Guildmasters

- a. The Monarch and Consort may at their discretion choose Guildmasters for whatever guilds they wish. This may be done in any appropriate method including by the vote of those affected.
- b. These people will be responsible for promoting their class or interest during that Monarch's term.
- c. Guildmasters may be dismissed at the Monarch and consort's discretion.
- d. Some examples of Guildmasters are: Brewers, Gladiators, Garbers, Druids, Healers, Monks, and Poets.
- e. Class Guildmasters shall be elected by a majority of all members who have taken a credit in that class within the last six months or have received a Masterhood in that class. Local class Guildmasters are elected by those who meet the aforementioned requirements and are members of the province in question.
- f. Level tests shall be administered by the Guildmaster of that class. The Guildmaster of that class may delegate this responsibility to any individual who is sixth level in that class.

10. E. Governor

- a. Appointed by the Provincial Monarch, usually in regard to a specific Alternate Field (see section 4.F).
- b. Duties Include:
 1. Taking sign-ins and passing them to the Provincial Prime Minister
 2. Passing dues to the Provincial Prime Minister.
 3. Make final calls on rules in both the Rules of Play and the Northern Empire Corpora when no other officer is available.

4. Assist all of the Provincial officers in their duties throughout the term.
- c. This position is to be assigned to a self-nominated individual during the Provincial Coronation by the incoming Provincial Monarch.
- d. Any dues paid Citizen may be appointed Governor.

10. F. Inter-Kingdom Rules Committee Representative

- a. For the purposes of maintaining continuity within the committee, the rules representative position is a life-time appointment, until otherwise decided by the individual holding the appointment or the reigning Monarch. In the event that the appointment is dissolved, the reigning Monarch shall appoint a new representative.
- b. The representative will be the only person allowed to access the boards on Amtgardinc.com to discuss or suggest rule changes/clarifications. (Bulletin boards have been set up at Amtgardinc.com that will be used to post, discuss, and collate requested rule changes. These boards will be open to the public (read-only) to allow for the process to be visible to all members of Amtgard and to promote a more diverse discussion of these changes on Kingdom lists.)
- c. The main duty of the representative is to poll the Empire for rule changes and clarifications, and then bring these clarifications or changes to the boards. The representative must remain in contact with the Imperial Monarch and populace in order to promote the Empire's rules agenda.
- d. The representative has the discretionary right to discard any rules clarifications or changes he/she deems inappropriate.
- e. The representative will discuss these changes and clarifications on the Amtgardinc.com boards to help clarify and clean up wording and intention in the changes.
- f. The representative must transfer any rule changes from the discussion boards to the final request board before the last day in June, in voting years. (Clarifications must be transferred by the last day of June every year.) Any transfers after the date will be null and void for the current voting year.
- g. Rules changes will be voted on and enacted every two years by the Circle of Monarchs. Rules clarifications will be voted on yearly by the Circle of Monarchs. The vote will happen every year during the Gathering of the Clans Monarch's meeting.
- h. Clarifications for non-rule voting years will be printed out on an errata sheet (not a supplement) that will be supplied with the rulebook. These clarifications will be edited into the main rulebook on the following year when rule changes are edited.
- i. Once the clarifications and rules have been compiled by an authorized representative of Amtgard, Inc., the representative will post a finalized list of rules changes/clarifications on the Kingdom mailing list and the Northern Empire Forums.
- j. As this is a lifetime appointment, the representative is ineligible to receive awards or commendations for his/her service in the role.

11. Other Imperial Organizations

These organizations only exist on the Imperial level. A Provincial Reeves Guild or Circle of Knights is made up of all members of the Imperial Reeves Guild or Circle of Knights whose records are held in that province. These organizations have no powers or duties at the provincial level but may be used in an advisory capacity.

11. A. The Imperial Reeves Guild

- a. Membership - Anyone who has passed a Northern Empire reeve's test (75% or better on a reeve's test) for the current term. A current reeve's test is good through the end of the current reign. Reeve's tests for the coming reign may be taken as early as Mid-reign, and are considered in effect upon passing. Reeve Tests for Crown Qualifications for the upcoming reign must be taken no later than the Crown Tournament.
 1. These tests will be created by the Imperial Guildmaster of Reeves and may be administered by Imperial or Provincial Guildmasters of Reeves, Monarchs, Record Keeping Officers or Arts and Sciences Officers. These tests should be made available regularly but must at least be available at every Crown Qualifications (provincial and Imperial).
 2. In the event that a retest is required the Provincial Guildmaster of Reeves will be responsible for making it. No one may use a test that they have already taken as a retest and no one may take more than two reeve tests in one week
- b. Reeves may be expected to adjudicate battlegames, tournaments, or other Amtgard fighting events.
- c. Powers – Reeves have the following powers while reeving a game or event:
 1. To remove unsafe weapons, equipment, or people.
 2. To determine valid shots on a person.
 3. To add newcomers to games or redistribute players among teams if appropriate in order to balance.
 4. To shorten a player's death count if they show superb role-playing in death.
 5. To call a person dead for persistently behaving in a dangerous or unsportsmanlike way.
 6. To declare an end of the game if play is stagnating.
 7. To speed counts as necessary to promote game flow.
 8. To enforce initial warning, then bout forfeit and finally disqualification from a tournament or juggling match while reeving said instance.
- d. Responsibilities – Reeves have the following responsibilities while 'reeving' a game or event:
 1. Ensuring that games are safe to participants and bystanders.
 2. Assisting in retrieving discarded and expended equipment.
 3. Interpretation of rules on the battlegame and clarification during games they reeve.
 4. Ensuring the quality of play is honest and keeping with the spirit of the rules.

11. B. The Circle of Knights

- a. Shall be composed of all Knights of Amtgard who are residents of the Northern Empire.
- b. The Imperial Monarch is an honorary member of the Circle during his or her term. If the Imperial Monarch is not a knight of Amtgard he or she does not get to vote within the circle, although, as an honorary member, he or she may always speak.
- c. Other club members may be invited to participate in discussion in the Circle of Knights by a vote of the Circle.
- d. The Imperial Monarch is not required but should have the Circle of Knights' approval by a simple, open ballot plurality vote for approval to knight a club member. Final decision is always up to the decision of the Imperial Monarch.
 1. In order to vote upon a candidate, knights must have six attendances in the last six months, counting attendance in his or her home group, special events anywhere in the Empire (coronations, mid-reigns, quests, etc.), or Imperial events.
 2. Any knight residing in the Northern Empire who does not meet the minimum attendance requirement may attend and speak in the Circle meeting, or otherwise communicate his/her opinion to the Imperial Monarch, but he/she will not have a vote counted towards approval of a candidate.
- e. Shall observe group members of the Empire for those qualified to receive knighthood, and discuss their merits within the Circle.
- f. Every Imperial Crown Qualifications, the Circle of Knights will elect a Guildmaster by plurality vote.
- g. Only the Imperial Monarch and the Guildmaster of Knights may call a meeting of the Circle of Knights.
- h. Meetings should be scheduled at least one week in advance, and the Guildmaster of Knights is responsible for contacting all knights beforehand.
- i. The Guildmaster of Knights is responsible for contacting knights of other kingdoms when such a knight's squire is being considered for knighthood in the Empire.
- j. If a knight of the Northern Empire is to be considered for another order of knighthood, then the meeting of the Circle of Knights will be held in their absence.
- k. Other knights of Amtgard may attend the Circle and speak but do not get to vote within it.

12. Althings

12. A. Imperial Althings

- a. Powers of the Imperial Althing
 1. An Imperial Althing may change the corpora. 60% of all voters in the Imperial Althing must vote in favour of such a change.
 - i. Imperial Althing may not add to, remove, or modify the requirements for or definitions of ladder awards, ladder Masterhood, or Knighthood as defined in the Amtgard Rules of Play.
 - ii. Imperial Althing may not alter the corpora in such a way that it contradicts the Awards Standardization Agreement set out in the Rules of Play.
 2. May make rules clarifications across all provinces. A simple majority of all voters in the Imperial Althing must vote in favour of such a clarification.
 3. May spend money from the Imperial treasury. A 60% majority of all voters in the Imperial Althing must vote in favour of such expenditures.
 4. May impeach Imperial officers or a seat on the Board of Directors. 60% of all voters in the Imperial Althing must vote in favour of impeachment for it to happen. A vote for impeachment must be treated as a balloted issue and can not be brought up on the spur of the moment. Two weeks notice of the issue must be given and a reasonable attempt must be made to inform all members of the Northern Empire.
 5. Shall have the power to undertake large-scale inter-kingdom events and activities whose planning requires more than one Imperial Monarch's reign (Olympiad, for example) and to form committees or autocrats as needed to plan and organize such events or to authorize the Imperial Monarch to do so.
 6. When decisions are made in the Imperial Althing it is up to the Imperial Scribe to document such decisions. This includes working with the Imperial Prime Minister to update the corpora if it is changed.
- b. Scheduled Imperial Althing procedures
 1. The Imperial Prime Minister is responsible for conducting the Althing up to the point where live discussion is required. The Imperial Monarch chairs any actual discussion.
 2. There shall be two Imperial Althings scheduled per reign.
 - i. The first Althing of a reign shall be held before midreign when the new Prime Minister steps into office.
 - ii. The second Althing of a reign shall be held after the Imperial Midreign and before the next Imperial Monarch steps into office.
 3. Any eligible Imperial voter may place items before the Althing and all items before the Imperial Althing must be balloted.
 - i. The Imperial Prime Minister must accept ballot proposals for the Imperial Althing until two weeks before the Althing ballots are scheduled to go out to the provinces, which marks the start of the actual Althing. He or she may require them in writing and may choose to accept them later if he or she wishes as long as they can get on the ballots.
 - ii. No eligible voter may place more than five items before a single Althing.
 - iii. Should the Imperial Prime Minister receive a proposal that they believe violates the powers of the Imperial Althing, they will bring the proposal before the Imperial Monarch, Imperial Prime Minister, and the Imperial Guildmaster of Reeves. The three officers will vote on whether or not the proposal should be put on the ballot. It requires two yes votes at this point in order for the proposal to be put on the ballot.
 - iv. All items before the Althing require a choice of yes, no, and abstain. A vote of abstain does not count toward the yes/no ratio.
 4. The Imperial Althing consists of a voting by ballot in your home province, which will be conducted by the Imperial Prime Minister and the Provincial Chancellors.

5. Imperial Althing ballots must go out to the provinces at least a month before the end of Imperial Althing voting. The date and where to turn in the ballot should be clearly printed on the ballot.
 6. The Provincial Prime Ministers are responsible for making sure that ballots from their province are transmitted to the Imperial Prime Minister before the due date.
 7. Ballots will be counted and items that pass with a 60% or greater margin are considered decided. Those not reaching 60% are considered to have failed. (Those items listed under powers of the Althing as requiring a specific super-majority still do.)
 8. An officer may not take part in running an Althing where his or her own impeachment is being considered. An officer who is not being so considered must fill in.
- c. Emergency Imperial Althing procedures
1. A ballot proposal, within the power of the Althing, may be submitted by any eligible Imperial voter to the Imperial Prime Minister, in writing, at any time as an emergency proposal.
 2. In order for the Althing to consider an emergency proposal it must be certified as such by a vote of the Imperial Monarch, the Imperial Guildmaster of Reeves and the Imperial Prime Minister.
 - i. Upon receipt of an emergency proposal the Imperial Prime Minister will, at his or her earliest convenience, present the proposal to the Imperial Monarch, the Imperial Guildmaster of Reeves and the Imperial Prime Minister for certification.
 - ii. The three officers (Imperial Monarch, Imperial Guildmaster of Reeves and Imperial Prime Minister) will vote to either certify the proposal to the Althing as an emergency matter, or to reject certification. It will require at least two votes in favour of certification in order for a proposal to be certified as an emergency matter and sent to the Althing.
 - iii. Should a proposal fail certification it shall either be placed on the next Althing ballot, or returned to the submitter for revision and resubmitted as an emergency, normal matter, or withdrawal.
 3. The Imperial Prime Minister shall distribute the emergency proposal ballots to all of the groups in the Empire within one week of certification. Voting at the provincial level shall be conducted by the Provincial Chancellor.
 - i. The emergency proposal ballot shall include the full text of the proposal, any explanation or rationale for the proposal as drafted by the submitter, the date by which the ballot must be returned to the Imperial Prime Minister, and a method for indicating either a yes, no, or abstention vote on the proposal.
 4. The emergency proposal ballots shall be returned to the Imperial Prime Minister no more than two weeks from the date of distribution.
 5. A majority of at least 60% is needed to pass an emergency proposal. Votes of "abstain" do not count against the 60% needed.

12. B. Provincial Althings

- a. Powers of the Provincial Althing
1. Make rules clarifications that apply only in their province. A simple majority of all voters in the Provincial Althing must vote in favour of such a clarification. Such a clarification must be treated as a balloted issue and can not be brought up on the spur of the moment. Two weeks notice of the issue must be given and a reasonable attempt must be made to inform all members of the province.
 2. Make announcements, especially regarding Imperial Althings and elections.
 3. May spend money from the provincial treasury. A 60% majority of all voters in the Provincial Althing must vote in favour of such expenditures.
 4. May impeach provincial officers. A 60% majority of all voters in the Provincial Althing must vote in favour of impeachment for it to happen. A vote for impeachment must be treated as a balloted issue and can not be brought up on the spur of the moment. Two weeks notice of the issue must be given and a reasonable attempt must be made to inform all members of the province.

b. Scheduled Provincial Althing procedures

1. The Provincial Chancellor is responsible for conducting the Althing up to the point where live discussion is required. The Provincial Monarch chairs any actual discussion.
2. There shall be six Provincial Althings scheduled per reign, one in each month.
3. Any eligible voter may place items before the Althing and all items before the Provincial Althing must be balloted.
 - i. No eligible voter may place more than five items before a single Althing.
 - ii. Should the Chancellor receive a proposal that they believe violates the powers of the Provincial Althing, they will bring the proposal before the Provincial Monarch, Imperial Prime Minister, and the Imperial Monarch. The three officers will vote on whether or not the proposal should be put on the ballot. It requires two yes votes at this point in order for the proposal to be put on the ballot.
 - iii. All items before the Althing that requires a choice of yes, no, and abstain, a vote of abstain does not count toward the yes/no ratio.
4. The Althing consists of a voting by ballot in home provinces that will be conducted by the Provincial Chancellors.
5. Ballots will be counted and items that pass 60% or greater margin are considered decided. Those not reaching 60% are considered to have failed. (Those items listed under powers of the Althing as requiring a specific super-majority still do.)
6. An officer may not take part in running an Althing where his or her own impeachment is being considered. An officer who is not being so considered must fill in.

c. Emergency Provincial Althing Procedures

1. A ballot proposal, within the power of the Althing, may be submitted by any eligible voter to the Chancellor, in writing, at any time as an emergency proposal.
2. In order for the Althing to consider an emergency proposal it must be certified as such by a vote of the Provincial Monarch, the Provincial Guildmaster of Reeves and the Provincial Chancellor.
 - i. Upon receipt of an emergency proposal the Imperial Prime Minister will, at his or her earliest convenience, present the proposal to the Provincial Monarch, the Provincial Guildmaster of Reeves and the Provincial Chancellor for certification.
 - ii. The three officers (Monarch, Guildmaster of Reeves and Chancellor) will vote to either certify the proposal to the Althing as an emergency matter, or to reject certification. It will require at least two votes in favour of certification in order for a proposal to be certified as an emergency matter and sent to the Althing.
 - iii. Should a proposal fail certification it shall either be placed on the next Althing ballot, or returned to the submitter for revision and resubmitted, as an emergency, normal matter, or a withdrawal.
3. The Provincial Chancellor shall distribute the emergency proposal ballots to all of the citizens of the province.
 - i. The emergency proposal ballot shall include the full text of the proposal, any explanation or rationale for the proposal as drafted by the submitter, the date by which the ballot must be returned to the Chancellor, and a method for indicating either a yes, no, or abstention vote on the proposal.
4. The emergency proposal ballots shall be returned to the Chancellor no more than two weeks from the date of distribution.
5. A majority of at least 60% is needed to pass an emergency proposal. Votes of "abstain" do not count against the 60% needed.

13. Elections

13. A. Imperial Elections

- a. The Imperial Monarch, Imperial Regent, and Imperial Guildmaster of Reeves are all elected during the election process that commences at the Imperial Crown Tournament. Declarations for all these offices open at Midreign, and must be submitted to the Imperial Prime Minister by midnight fourteen days prior to the Imperial Crown Tournament.
- b. The Imperial Prime Minister is elected at Imperial Midreign.
- c. The terms of office for Imperial Monarch, Imperial Consort, and Imperial Prime Minister are approximately six months. This may be modified for a specific term by Imperial Althing.
- d. Members of the Board of Directors are elected every year during the election process that commences at the Imperial Crown Tournament.
- e. Candidates for all Imperial offices must be self-nominated.
- f. Official declarations for all positions are open for three months prior to the election and up to two weeks prior to the election. Any declarations outside of this time-frame are considered not valid and will not be on the ballot.
- g. The Imperial Monarch will break ties in all Imperial elections except those in which he or she is directly involved. In such cases the Imperial Prime Minister will break ties.
 1. The Imperial Monarch or Imperial Prime Minister's vote shall be cast prior to the tallying of the votes. In the case of a tie, the tie-breaking vote is the Imperial Monarch or Imperial Prime Minister's vote as already cast; that vote may not be changed after the results have been tallied.
- h. Imperial Monarch and Imperial Consort will always run on separate tickets.
- i. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- j. The Imperial Monarch, Imperial Prime Minister and Imperial Guildmaster of Reeves are responsible for running elections.
 1. If one of these positions cannot run the elections (because they are absent, they are running, etc.) the Imperial Consort, Imperial Champion, or a member of the Imperial Reeves Guild shall fill in, in the above listed order.
- k. The Imperial Prime Minister must accept nominations for the Imperial Elections until two weeks before the proxy ballots are scheduled to go out to the provinces, which marks the start of the actual elections. He or she may require them in writing and may choose to accept them later if he or she wishes as long as they can get on the proxy ballots.
- l. Proxy ballots will be taken in all Imperial elections.
 1. Imperial Prime Minister is responsible for passing proxy ballots out to provincial Prime Ministers.
 2. Proxy Ballots must go out to the provinces within one week after the Imperial Crown Tournament.
 3. The Imperial Prime Minister must receive all proxy votes by midnight of the declared date of the end of the election for them to be considered valid. The Provincial Prime Ministers are responsible for making sure that proxy ballots from their lands get to the Prime Minister. Nonetheless, the Imperial Prime Minister should accept a signed valid proxy ballot from any eligible voter even if it does not come from the hands of his or her Provincial Prime Minister.
 4. If a proxy ballot votes for a ticket where one the candidate fails to qualify, that proxy ballot is ignored.
 5. All proxy ballots are to be signed by the voter.
 6. Election voting shall commence immediately upon the conclusion of the Imperial Crown Tournament, shall run a minimum of three weeks, and should be concluded by two weeks prior to the end of reign at the latest. Eligible voters may turn in physical ballots to the Imperial Prime Minister once the Fighting and Arts and Sciences portions of the tournament

have been completed. Voters may also turn in physical votes to their respective Provincial Prime Ministers, or send their votes, either by physical mail or electronic means, to the Imperial Prime Minister by the midnight of the declared end of the election. Once a vote has been received and counted it is not possible for a voter to change his or her mind even if he or she is present.

m. In the event that an election for Imperial office is running uncontested, and the candidate(s) receive more "Abstain" votes than "Yes" votes, an issue will be put to a Special Procedural Althing by the Imperial Prime Minister (or Imperial Monarch if the Prime Minister is directly involved) as to whether or not the candidate(s) will be allowed to take office.

1. The Imperial Prime Minister (Or Imperial Monarch, if the Prime Minister is directly involved) will announce a Special Procedural Althing to the populace at his/her earliest opportunity upon the failure of the candidate(s) to be voted into office.
2. Ballots will then be distributed to the Provincial Chancellors, who will have two weeks to return the ballots for counting.
3. A vote of 60% is necessary to pass a measure to elect the candidate(s) to office.

n. In the event that a ticket does not pass the Special Procedural aforementioned Special Procedural Althing, or in the event that no candidate(s) are able to qualify for the position as required by the corpora, an issue will be put to a Special Procedural Althing by the Imperial Prime Minister (or Imperial Monarch if the Prime Minister is directly involved), allowing any contributing member of the Empire to declare for the position(s).

1. The Imperial Prime Minister (Or Imperial Monarch, if the Prime Minister is directly involved) will announce a Special Procedural Althing to the populace at his/her earliest opportunity upon the failure of any candidate(s) to be voted into/qualify for office.
2. Declarations for the Imperial position(s) in question will be open for one week from the announcement of the Special Procedural Althing. Ballots will then be distributed to the Provincial Chancellors, who will have two weeks to return the ballots for counting.
3. Whichever candidate(s) in this instance receive the most votes shall take office, but will be required to undergo another Crown Qualifications tournament within one month of taking office (if such qualifications are required for the position). Any qualifications obtained from the previous Crown Qualifications tournament will be counted toward the candidate's total (including categories).

13. B. Provincial Elections

- a. Candidates for all provincial offices must be self-nominated.
- b. Official declarations for all positions are open for three months prior to the election and up to two weeks prior to the election. Any declarations outside of this time-frame are considered not valid and will not be on the ballot.
- c. The Provincial Monarch will break ties in all elections for the province except those in which he or she is directly involved. In such cases, the Provincial Prime Minister will break ties.
 1. The Provincial Monarch's or Provincial Chancellor's vote shall be cast prior to the tallying of the votes. In the case of a tie, the tie-breaking vote is the Provincial Monarch's or Provincial Chancellor's vote as already cast; that vote may not be changed after the results have been tallied.
- d. No one may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial Champion and Provincial Champions count as an elected office. The exception to this rule is the Imperial Guildmaster of Reeves. They may hold provincial office.
- e. The Provincial Monarch, Provincial Chancellor, and Provincial Guildmaster of Reeves are responsible for running the elections.
 1. If one of these positions cannot run the elections (because they are absent, they are running, etc...) the Provincial Consort, Provincial Champion, or a member of the provincial reeve's guild shall fill in, in the above listed order.
- f. The Provincial Monarch and Provincial Consort will always run on separate tickets.
- g. The term of office for Provincial Monarch, Provincial Consort, and Provincial Prime Minister are approximately six months. This may be modified for a specific term by Provincial Althing.
- h. In the event that a ticket for provincial office is running uncontested, and the candidate(s) receive more "Abstain" votes than "Yes" votes, an issue will be put to the Provincial Althing by the Provincial Chancellor (or Provincial Monarch if the Chancellor is directly involved) as to whether or not the candidate(s) will be allowed to take office. A vote of 60% is necessary to elect the candidate(s) to office.
- i. In the event that no candidate(s) pass the election Althing, or in the event that no candidate(s) are able to qualify for the position at Crown Qualifications, the Provincial Chancellor (Or Provincial Monarch, if the Chancellor is directly involved) shall open a new ballot for candidates to declare for the office(s) in question. Candidates are given one week to declare, and the elections will be held at the next regularly scheduled park day. Whichever candidate(s) in this instance receive the most votes shall take the office, but may be required by the Provincial Althing to undergo another Crown Qualifications tournament within one month of taking office (if such qualifications are required for the position).

14. Awards -- Non-Ladder Award Orders.

Non-ladder awards are those awards that are not contained in the Award Standardization section of the rulebook, and thus are not included directly on the path to Knighthood. It is suggested that the Imperial Monarch take the reception of these awards into consideration when considering members for Knighthood, in addition to the recommended criteria listed in the rulebook.

14. A. Order of the Flame

- a. Given by – Imperial Monarch and Provincial Monarch.
- b. Given for – Outstanding service to Amtgard by a group
- c. Limitations – May only be given once per reign
- d. Masterhood – Masterhood of the Flame is not traditionally given.

14. B. Order of the Gryphon

- a. Given by – Imperial Monarch and Provincial Monarch.
- b. Given for – Honour, courage, and chivalry on the field. Examples include positive attitude on the field, scrupulous adherence to the rules, and accepting defeat graciously.
- c. Limitations – None.
- d. Masterhood – The suggested criteria for Master Gryphon is ten Orders of the Gryphon.

14. C. Order of the Hydra

- a. Given by – Imperial Monarch, Imperial Consort as well as Provincial Monarch and Provincial Consort.
- b. Given for – Qualifying for Crown as per Section 18.
- c. Limitations – None
- d. Masterhood – The suggested criteria for Master Hydra is ten Orders of the Hydra.

14. D. Order of the Jovious

- a. Given by – The Imperial Monarch or the Provincial Monarch.
- b. Given for – Outstanding attitude.
- c. Limitations – May only be given once per reign.
- d. Masterhood – Masterhood of the Jovious is not traditionally given.

14. E. Order of the Mask

- a. Given by – The Imperial Monarch or the Provincial Monarch.
- b. Given for – Outstanding role-playing or portrayal of persona.
- c. Limitations - Only one may be given out per reign.
- d. Masterhood – Masterhood of the Mask is not traditionally given.

14.F. Order of the Zodiac

- a. Given by – The Imperial Monarch or the Provincial Monarch.
- b. Given for – Outstanding contributions in any one month.
- c. Limitations - Only one may be given out per month.
- d. Masterhood – Masterhood of the Zodiac requires Twelve Orders of the Zodiac, one for each month of the year.

15. Awards -- Non-Ladder Masterhoods

15. A. Class Masterhoods

- a. The Imperial Monarch may choose to award Class Masterhoods for excellence in the specified class. Excellence is described as good play and persona, thorough knowledge of class rules and concepts, owning quality garb and equipment, and outstanding portrayal of the class.
- b. Must have taken 61 credits in the class. Masterhood does not affect experience or abilities and is independent of experience gained.
- c. In addition to the Rules of Play, silver trim on a class sash also denotes a class master within the borders of the Northern Empire

15. B. Masterhood in the Reeves Guild

- a. Masterhood in the Reeves Guild is awarded by the Imperial Monarch for outstanding service as a reeve.
- b. Must have taken 36 credits as a reeve and must have received an Order of the Walker of the Middle to be eligible.

15. C. Masterhood in the (Non-Ladder) Orders

- a. The Imperial Monarch may award Masterhood in any Non-Ladder Award Order.
- b. While these Masterhoods are neither qualifications nor suggested criteria for Knighthood the Imperial Monarch and the Circle of Knights may and should consider them when evaluating a candidate for Knighthood.
- c. The suggested criteria for Masterhood in all Non-Ladder Award Orders is ten orders.
- d. Masterhood in the Zodiac will require twelve different Orders of the Zodiac.

16. Awards -- Knighthood

Knighthood is the highest honour that a member of Amtgard can aspire to. Knighthood is given in four separate orders, each of which is based on excellence in one area of Amtgard achievement. While a master is expected to set an example of excellence in his or her area of mastery, a knight is expected to not only display excellence in an area of mastery, but also to display excellence in character. The orders of knighthood and the suggested criteria for each order are contained in the Amtgard Rules of Play.

17. Titles

17. A. Grand Duke
 - a. Honourable service for two terms as Imperial Monarch.
 - b. Equivalents: None
17. B. Arch Duke
 - a. Honourable service for one term as Imperial Monarch and one term as Imperial Consort or Imperial Prime Minister.
 - b. Equivalents: None
17. C. Duke
 - a. Honourable service for one term as Imperial Monarch.
 - b. Equivalents: Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda
17. D. Count/Countess
 - a. Honourable service for one term as Imperial Consort or Imperial Prime Minister or two terms as Ducal Monarch.
 - b. Equivalents: Earl, Comes, Comite, Graf, Jarl, Conde, Comte, Conte, Graaf, Orkhan, Shireman, Dey, Kaliph, Khidiw, Cuauhtlahtoque, Contessa
17. E. Marquis/Marquise
 - a. Honourable service for one term as Ducal Monarch and one term as Ducal Consort or Ducal Chancellor.
 - b. Equivalents: Markgraf, Marchioness, Margrave, Mark, Markis, Margraf, Marques, Marchese, Margravine, Marquee
17. F. Viscount/Viscountess
 - a. Honourable service for a combination of two terms from the following list: Imperial Champion, Ducal Chancellor, Ducal Consort.
 - b. Equivalents: Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha
17. G. Baron/Baroness
 - a. Honourable service for one term as Ducal Monarch.
 - b. Equivalents: Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone
17. H. Baronet
 - a. Honourable service for one term as Baronial Monarch or Ducal Consort.
 - b. Equivalents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum
17. I. Lord/Lady
 - a. Honourable service for a term as Sheriff, Baronial Consort, Ducal Chancellor, or as a discretionary award from the Imperial Monarch for continuous and outstanding service to Amtgard.
 - b. Equivalents: Halfweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sherif, U Sayid, Agah, Rabban, Chieftain
17. J. Defender
 - a. Honourable service for one term as Imperial Champion
 - b. Equivalents: None
17. K. Master
 - a. Honourable service for a term as Ducal Champion, Shire Regent, Baronial Chancellor or as a discretionary award from the Imperial Monarch for continuous and outstanding service to Amtgard
 - b. Equivalents: None
17. L. Esquire
 - a. Honourable service for a term as Baronial Champion, Shire Champion, Shire Chancellor or as a discretionary award from the Imperial Monarch for continuous and outstanding service to Amtgard.
 - b. Equivalents: None
17. M. Walker of the Middle
 - a. Exemplary service as a Reeve
 - b. Equivalents: None
17. N. Squire
 - a. Title given to a person by a Knight,

- b. A Knight may only have one Squire per order of knighthood
 - c. If a Knight moves to the Northern Empire, their belted family remains unaffected. Any future belting must follow the Northern Empire Corpora of Bylaws.
 - d. A player that resides within the Northern Empire may receive a Squires belt from a Knight outside of the Northern Empire. The Corpora of the Knights' home park takes precedence in resolving conflicts with belted families.
17. O. Man-at-Arms
- a. Title given to a person by a Knight or Squire.
 - b. Knights and Squires are allowed to take any number of Men-at-Arms
 - c. If a Knight or Squire moves to the Northern Empire, their belted family remains unaffected. Any future belting must follow the Northern Empire Corpora of Bylaws.
 - d. A player that resides within the Northern Empire may receive a Man-at-Arms' belt from members outside the Northern Empire. The Corpora of the Knight or Squires' home park takes precedence in resolving conflicts with belted families.
17. P. Page
- a. Title give to a person by a Noble, Knight, or Squire.
 - b. Nobles must have a title of Lord or higher to take a page.
 - c. Nobles, Knights, and Squires are allowed to take any number of Pages.
 - d. If a Knight, Squire or Noble moves to the Northern Empire, their belted family remains unaffected. Any future belting must follow the Northern Empire Corpora of Bylaws.
 - e. A player that resides within the Northern Empire may receive a Page belt from members outside of the Northern Empire. The Corpora of the Knight, Squire, or Noble's home park takes precedence in resolving conflicts with belted families.

18. Crown Qualifications

18. A. Qualifications

- a. Will be the responsibility of the highest club officer (excluding the Prime Minister) who is not a candidate in the Crown Elections.
- b. Anyone may enter Crown Qualification events - you do not have to be a Crown candidate to enter.
- c. Criteria for qualifying for Crown:
 1. All candidates for Imperial Monarch/Provincial Monarch, Imperial Consort/Provincial Consort, and Imperial Champions/Provincial Champions must be Citizens who pass Crown Qualifications.
 2. Shires may forgo Crown Qualifications for their province with the approval of the Imperial Monarch and Imperial Prime Minister. All officers will be considered 'pro-tem' and therefore ineligible for titles based on merit during these terms. A Shire will not be considered for promotion in status to barony unless Crown Qualifications have been successfully run twice concurrently leading to the time in question.
- d. Contestants qualify by achieving criteria as listed below based on group size:
 1. For the Imperial Crown Qualification Tournament, entrants will be required to enter in at least seven Crown Qualification categories and must qualify in seven categories by achieving a score of five or higher out of a possible 10.
 2. Placing 1st, 2nd, or 3rd, in any single war event results in one successful crown entry. You may only receive a maximum of one entry from placing in a war event outlined in 18.B.b.
 3. Placing 1st, 2nd, or 3rd in any single strategic gaming event results in one successful crown entry. You may only receive a maximum of one entry from placing in the strategic gaming event outlined in 18.B.c.
 4. Candidates taking a Heraldry Test may receive one successful crown entry by passing with a score of 75% or higher.
 5. Candidates may receive any number of successful crown entries outlined in 18.B.a. but are limited to only to one passing entry from each category to be included in their crown qualifications.
 6. In addition, candidates must have passed the reeves test and corpora test with a grade of 75% or better in both the reeves test and corpora test for the upcoming reign in order to run for any elected office.
- e. The Imperial Crown Tournament should commence no later than six weeks prior to the end of the current reign, unless circumstances prohibit such a schedule. In such an instance, the Imperial Monarch, Imperial Prime Minister, and Imperial Guildmaster of Reeves may all agree to vary the Crown Tournament and election schedule as necessary.

18. B. Categories

Crown Qualifications and Crown Tournament will on all levels consist of a three-part tournament. One part will be an arts and sciences tournament, the second will be a fighting tournament, and lastly the third will be a strategic gaming tournament.

- a. Arts and Sciences Tournament – No item may be entered in more than one crown qualifications tournament at any level. The arts and sciences part of crown qualifications must include at least the following categories:
 1. Art, 2D (Flat) - to include sketches, drawings, paintings, and photography.
 2. Art, 3D - to include sculpture, ceramics.
 3. Painting, 3D –to include painting of miniatures, sculptures, and ceramics.
 3. Composition - five pages or less, to include persona histories and short stories. Must have five copies.
 4. Factual writing - five pages or less, to include essays, how-to articles. Must have five copies.
 5. Poetry - five pages or less, to include poems, songs, free verse. Must have five copies.

6. Construction, Armor - Legal Amtgard armor. Judged on appearance, effort and construction.
 7. Construction, Passive - to include helmets, chests, furniture, judged on appearance, quality, and originality.
 8. Construction, Active – Amtgard constructs with important moving parts, to include crossbows, siege engines, etc.
 9. Construction, Shield - Legal Amtgard shields. Judged on safety, quality, originality, and appearance.
 10. Construction, Weapon - Legal Amtgard weapons. Judged on safety, quality, originality, and appearance.
 11. Beverages –to include alcoholic and non-alcoholic
 12. Cooking - to include appetizers and hors d'oeuvres and main courses
 13. Cooking – Dessert
 14. Garb, Court - includes all garb not for use on the battlefield.
 15. Garb, Field – includes all garb made for use outdoors, or on the battlefield
 16. Garb, Monster – includes all garb meant for the portrayal of monster classes during battle game and quest scenarios.
 17. Instrumental Music - no vocal accompaniment. Five minute time limit.
 18. Singing - with or without accompaniment, must be period pieces or original compositions with a five minute time limit.
 19. Recitation - original or period poems and stories with a five minute time limit.
 20. The Rose - any entry whose principle function is to benefit the club.
 21. Heraldry - to include favours, banners, and flags. Judged on originality, quality and effort.
 22. Needlework- to include crochet, knitting, embroidery.
 23. Jewellery – Must have an Amtgard theme of some kind.
 24. Garb Accessories – any item that is used to enhance garb, but not in and of itself garb, such as hats, cloaks, pouches, gloves, belts, and so on.
- b. Fighting Tournament – The fighting part of the Crown Qualification Tournament will consist of five events (called the war events). The war events must include the following:
1. Single Sword - Only one sword allowed, which must be over 18” and no more than 36” in total length.
 2. Florentine - Two swords allowed, both of which must be over 18” and no more than 36” in total length.
 3. Sword and Shield - Only one sword allowed, which must be over 18” and no more than 36” in total length. Combatants may also have a shield.
 4. Polearm - Only one polearm allowed. No other weapons allowed. The polearm must be a minimum of 60” in total length.
 5. Open – Any melee weapon/shield combinations are allowed.
 6. In the event of a tie in the fighting part of the Crown Qualification tournament, the tied individuals will proceed to a fight-off consisting of one fight in each of the following three categories: Single Sword, Florentine, and Sword and Shield. The winner of two of the three categories will in turn win the tournament.
- c. Strategic Gaming - The gaming portion of the Crown Qualification Tournament will consist of four games. The specific games will be chosen by Imperial/Provincial Althing before Crown Qualifications commence, and may include games such as chess, pente and backgammon, amongst many others.

18. C. Judges

- a. All events will be judged by a panel of no fewer than five, or greater than ten, judges. At the Provincial level the minimum number of judges is three and the maximum is ten.
- b. All judges must be of legal drinking age in their home group if judging alcoholic beverages.
- c. Scores will be added by the Autocrat or designated assistant.
- d. All judges must be members of the Empire who are not running for office.
- e. Judges may not judge any category in which they have an entry or entries.
- f. In the event any judge proves to be unreasonably biased, the Autocrat may, at his or her discretion, throw out all of that judge's scores for the category being judged and/or assign a new judge to re-

score all entries.

- g. All entries will be judged on a number system from one to ten points: one being the lowest, and ten being the highest.
- h. In the event that a participant disagrees strongly with his or her entry's scores, he or she may approach the Qualifications Autocrat, who may or may not choose to review the scores.
- i. The following criteria of scoring will determine what qualifies as a Crown Qualification Entry and what qualifies as a Dragonmaster Entry (see Appendix C for a more detailed explanation):
 - 1 - 4.5: Item fails for Crown Qualification and Dragonmaster
 - 5 - 5.5: Item qualifies for Crown Qualification, however does not qualify for Dragonmaster or awards
 - 6 - 7: Item qualifies for Crown Qualification, qualifies for Dragonmaster or awards
 - 7.5: Items qualifies for Crown Qualification, qualifies for Dragonmaster and should be worthy of a 1st or 2nd level order
 - 8: Items qualifies for Crown Qualification, qualifies for Dragonmaster and should be worthy of a 3rd or 4th level order
 - 8.5: Items qualifies for Crown Qualification, qualifies for Dragonmaster and should be worthy of a 5th or 6th level order
 - 9: Items qualifies for Crown Qualification, qualifies for Dragonmaster and should be worthy of a 7th or 8th level order
 - 9.5-10: Items qualifies for Crown Qualification, qualifies for Dragonmaster and should be worthy of a 9th or 10th level order

19. Imperial Events

19. A. Imperial Coronation

- a. The Imperial Monarch whose reign begins after the Northern Empire Coronation event must call for proposals for the running of the next Northern Empire Coronation event. These proposals should be mostly complete and must include the following: site location, proposed budget, proposed events, feast and meal plan.
- b. The Imperial Monarch and Northern Empire Board of Directors should choose the best of these proposals and appoint the autocrat as per the accepted proposal. That autocrat will be in charge of the successful production of the next coronation event, even though much of his/her work may not be done during the reign of the Imperial Monarch who appointed him/her.
- c. An autocrat can be replaced once appointed in any of the following ways: by voluntarily stepping down or by straight majority vote of Imperial Althing. In either case, it is the duty of the Imperial Monarch in charge at the time to appoint a replacement autocrat.

19. B. Imperial Midreign

- a. The Imperial Monarch whose reign takes place during the previous Midreign must call for proposals from the running of the next Imperial Midreign. These proposals should be mostly complete and must include the following: site location, proposed budget, proposed events, feast and meal plan.
- b. The Imperial Monarch and Northern Empire Board of Directors should choose the best of these proposals and appoint the autocrat as per the accepted proposal. That autocrat will be in charge of the successful production of the next midreign event, even though much of his/her work may not be done during the reign of the Imperial Monarch who appointed him/her. The autocrat will not run the election; this duty will fall to the Imperial Guild-master of Reeves.
- c. An autocrat can be replaced once appointed in any of the following ways: by voluntarily stepping down or by straight majority vote of Imperial Althing. In either case, it is the duty of the Imperial Monarch in charge at the time to appoint a replacement autocrat.

19. C. Weaponmaster

- a. Weaponmaster will be an Imperial fighting tournament which is normally held the weekend of the Northern Empire Mid-Reign during Imperial Prime Minister Elections. This may be scheduled in any location within the Northern Empire, but if it is to be scheduled at the same time as the Imperial Mid-Reign it must be located in the same location as that event.
- b. It will be open to all and will be run by the Champion. The events for this tournament will always be Single Sword, Florentine, Sword and Shield, Open, Polearm, and Two Person Teams. Restrictions on weapon length will be the same as with the Crown Qualifications tournament in the Single Sword, Florentine, Sword and Shield, and Polearm categories.

19. D. Dragonmaster

- a. Dragonmaster will be an Imperial Arts and Sciences tournament which is normally held the weekend of the Northern Empire Mid-Reign during Imperial Prime Minister Elections. This may be scheduled in any location within the Northern Empire, but if it is to be scheduled at the same time as the Imperial Mid-Reign it must be located in the same location as that event.
- b. It will be open to all and run by the Imperial Consort. The list of cultural categories under section 18.B should serve as a guide to what events should be included in Dragonmaster. Entries may only ever be entered into one Dragonmaster event. Dragonmaster is not a Crown Tournament. Entries that have been used in Crown Qualifications may be entered into a single Dragonmaster. Likewise entries that have been entered into a Dragonmaster may later be used for a Crown Tournament. No entry may ever be used for more than one of each type of tournament.

20. Dissolution and Distribution of assets

- A. Immediately upon the dissolution of the Northern Empire, 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 this period, a full report must be forwarded to the Board of Directors as previously described.
- B. Options for the elimination of assets include:
 - a. Use the cash on hand for the sponsorship of a final special event.
 - b. Contribution of cash assets and/or capital property to a legally recognized non-profit charitable organization.
 - c. 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.
- C. Whatever method used must be in compliance with all applicable laws and reported in detail to Amtgard, Inc. within thirty days of termination.

APPENDIX A – Northern Empire Board of Directors

- A. The Northern Empire Board of Directors serves as the business management of the Northern Empire. It will maintain and operate the corporate offices of the organization and will be responsible for insuring that the organization is operated according to the laws of Canada and the United States and applicable provincial and state laws. It will also be responsible for the accounting for the Imperial funds and tax status and liabilities. It will also serve as the authority for any dealings that the Empire has with individuals or organizations outside the group with whom we want to conduct business.
- B. The Northern Empire Board of Directors shall consist of two members from each Province and two members of Imperial Office.
1. One member from each province shall be chosen by open ballot to serve in this capacity.
 - a. One member shall be chosen from each of the Northern Empire's provinces. In the vote for that member, the candidate with the most votes will be considered the member, while the candidate with the second highest vote count will be considered the alternate member.
 - b. People wishing to serve on the Northern Empire Board of Directors must be a citizen of one of the provinces of the Northern Empire.
 - c. People wishing to serve on the Northern Empire Board of Directors must announce their intention to run one month prior to elections.
 - d. The length of service in office will be one year.
 - e. People wishing to serve on the Northern Empire Board of Directors may also serve in elected positions. Note that if a Northern Empire Board member holds the office of Sheriff, Baronial Monarch, Ducal Monarch, Imperial Monarch or Imperial Prime Minister, the alternate member will take their place as the member during their reign. However, Board of Directors duties are not considered to be in conflict with any other elected duties or positions.
 - f. A candidate must be eighteen years of age to serve on the Northern Empire Board of Directors.
 2. The leader of each province will automatically hold a seat on the Northern Empire Board of Directors.
 3. The two Imperial officers will be the Imperial Monarch, and the Imperial Prime Minister.
- C. Elections for the Northern Empire Board of Directors shall be held at the Imperial Crown Tournament prior to the summer elections of the Empire every year. The Imperial Prime Minister will run these elections.
- D. The Northern Empire Board of Directors shall meet to discuss business not less than once every three months.
- E. The Northern Empire Board of Directors shall choose the following corporate officers from among the Board of Directors. Officers may be chosen only from those chosen under section B.1. of this appendix.
1. Chairman of the Board – responsible for setting meeting dates and locations, creating the agenda, and running the meetings.
 2. Secretary – membership officer and designated agent; responsibilities include:
 - a. Maintaining a mailing address for the Northern Empire, an Amtgard Corporation.
 - b. Working with the treasurer under the authority of the Northern Empire Board of Directors to handle all corporate business with all government agencies and organizations.
 - c. Shall list the minutes of all Northern Empire Board meetings.
 3. 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 Imperial Prime Minister in these areas:

- a. The Treasurer shall be on the Imperial bank account.
 - b. The Treasurer shall audit the Imperial books and confirm the disbursement required by the Corpora.
- F. The Northern Empire Board of Directors will work with the Imperial Monarch and the Imperial Prime Minister in areas where the group has dealings with various government agencies and their institutions and laws.
- G. A signature from at least one of the Northern Empire Board of Directors officers is required on all legally binding documents.
- H. Scheduled Northern Empire Board of Directors meetings may be closed to the populace, but the minutes of the meetings must be printed and made available to the populace within two weeks of that meeting.
1. The meeting's minutes will be primarily listed on the online forums and must be posted in the primary board for each group.
 2. At least four copies must be printed in hard copy by the elected representative of each group to be shared by that group's members who would prefer to read it on paper than on the forums. One copy should be kept in each group's records.
- I. The Northern Empire Board of Directors will have no power to change, alter, or otherwise affect the Rules of Play or the Corpora.
- J. The Northern Empire Board of Directors has no status in the order of precedence and no jurisdiction over internal group functions.
- K. Members of the Northern Empire Board of Directors should not receive awards or titles from their terms in office. However, outstanding service above and beyond expectations may receive recognition.
- L. Northern Empire Board of Directors members may be impeached from the Northern Empire Board of Directors following the same procedure as Imperial Officers.

APPENDIX B – Articles & Bylaws of the Northern Empire

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

Assault with a deadly weapon (gun, knife, sword, etc.) or any other mundanely indictable or felony-equivalent offense, on the premises of any Amtgard function, the individual shall be banned from all Amtgard battlegames, tournament and quest participation for a minimum duration of one year, maximum duration of permanent (subject to Monarch's discretion and Althing vote), immediately requested to leave the site of the Event, stripped immediately of all titles of Nobility and Knighthood belts, permanently, subject to an immediate call to the mundane law enforcement officials (police or sheriff).

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

Assault with a non-deadly weapon (fist, stick, flagrant abuse of an Amtgard weapon), petty theft, wilful destruction of property, or any other mundanely non-indictable or misdemeanour-equivalent offense, on the premises of any Amtgard function, the individual shall be banned from all Amtgard battlegame, tournament and quest participation for a period of two to six months, subject to the discretion of the Monarch; requested to drop any title of Nobility or Knighthood belt for a period of no less than six months; subject to an immediate call to the mundane law enforcement officials (police or sheriff).

Any person banned from Amtgard participation may petition to be reinstated. A petition signed by at least 20% of the active populace of the Empire will be enough to have a vote called at Althing to decide whether or not to reinstate participation privileges for that individual. A majority of at least two-thirds is necessary for reinstatement.

The recognized official Peacekeepers of the Northern Empire consist of: all Knights, the Champion, the Consort Defender, the Captain of the Royal Guard, and any subordinates thereof. These individuals are to be treated accordingly; these individuals are likewise expected to bear themselves in a fashion appropriate to this station.

APPENDIX C – Judging and Scoring Guidelines

Judging is to be done on a scale from 1 to 10. If an item is good enough to pass, it will be given a score of 5 or higher. Weapons and shields should be checked for legality; if found legal the item shall receive a score of at least 5. As there is no such thing as legal garb or a legal performance, not every category will be easy to judge. Such items are normally judged solely on aesthetic qualities.

An item should be given a score of 1 to 4.5 if it does not pass, looks horrible, or in general did not take any effort to create; for example, a class sash that was made by tearing some fabric to the proper dimensions. While this would be functional on the field in a pinch, it is not something that deserves to pass in an arts and science tournament. A written entry scratched out by hand on paper littered with spelling and grammar errors or a picture of a stickman show little effort and should also be failed.

An entry should be given between 5 and 5.5 if it is considered good enough to pass, yet you as a judge do not believe it is good enough to place in the Dragonmaster portion of the Crown Qualification tournament. A poorly constructed legal graphite weapon or piece that was sung with accurate lyrics but was sung off-key and off tempo could be placed in this category.

An entry should score between 6 and 7 if it is considered good enough to place in the Dragonmaster portion of the tournament, but not good enough to earn the maker an award. Entries scoring between 6 and 7 obviously have effort put behind them, yet likely are made by still unskilled crafters, or crafters not taking enough time to make an entry. A well written first draft of a creative writing piece containing few grammatical or spelling errors should be placed in this category.

An entry should score around 7.5 if it is worthy of a 1st or 2nd level order appropriate to the entry. For example, the group sword-maker should be making many nicely balanced short swords. A sword of that quality with nothing else done to make it better likely qualifies for this score.

An entry should score around 8 if it is worthy of a 3rd or 4th level order appropriate to the entry. These orders cannot be granted by a Shire, and as such are generally awarded to people who have surpassed beginner status in their craft. In order for someone to qualify for a score of 8 or higher, the item in question must be of an above average quality. Things such as loose threads, for garb, should not be found on the item.

An entry should score around 8.5 if it is worthy of a 5th or 6th level order appropriate to the entry. This score should be given to a very good item that would grant someone an order as high as a Barony can hand out. The item should stand out against most other items that are regularly seen in its category. A suit of chain mail with a pattern inside of it could easily be escalated to this level, or possibly above if the pattern is complex and well done.

An entry should score around 9 if it is worthy of a 7th or 8th level order appropriate to the entry. 7th and 8th level orders are rare. The item should be fairly free of any flaws to receive a score this high. Pieces that score this highly should denote an effort and difficulty beyond that of a normal entry.

An entry should score between 9.5 and 10 if it is worth of a 9th or 10th level order appropriate to the entry. These scores should be very rare and only seen on masterwork pieces. These pieces should exemplify the category entered and should be as close to perfect as possible.