

WOLVENFANG



Edited by: Brother Vin, Greywind, Molly Malloney, Magnus Blackeagle, Nathaniel, Nyrious, Thalese, Versus, Willow

Special thanks to: Adorth, Balthor, Colin, Corren, Cy, Dasureth, Talaris

Table of Contents

1.0 Offices of the Kingdom

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

2.0 Other Positions

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

3.0 Amtgard Government

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

4.0 Honors and Awards

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

5.0 Order of Precedence

- 5.1 Royalty, Nobility, Peerage
- 5.2 Other Positions

6.0 Crown Tournament and Qualifications

- 6.1 Qualifications
- 6.2 The Month of Crown
- 6.3 Qualifications for Crown Contestants
- 6.4 Judging and Scoring
- 6.5 Cultural/War Events ("*A&S and Warmaster*")

7.0 Other Amtgard Groups

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

8.0 Dissolution of Corporation and Distribution of Assets

- 8.1 Distribution of Assets

1.0 Offices of the Kingdom

1.1 Monarch (*King or Queen*):

1.11 Crown elections will be held once every six months. The winner of the election will be the Monarch for the next six months.

1.12 Will have an automatic seat at the Althings.

1.121 Will have the power to break ties at the Althings.

1.13 Shall preside over and conduct all ceremonies and functions.

1.14 The Monarch is not required to pay any monthly dues or Kingdom of Wolven Fang sponsored feast fees, during his/her term.

1.15 May award the following honours:

1.151 Titles of Nobility - granted by patent (*discretion of Monarch*): Marquis, Viscount, Baronet, Lord (*lesser title*),

1.152 Titles of Nobility - earned by tenure (for a specific service listed in this Corpora at the discretion of the Monarch): Grand Duke, Archduke, Duke, Count, Baron, Defender (*lesser title*),

1.153 Peerage- the four orders of Knighthood:

Crown - for service in the Amtgard's highest offices

Flame - for excellence in service

Serpent - for excellence in the arts and/or sciences

Sword - for excellence in combat

1.154 The following orders: Dragon, Flame, Griffin, Hardcore, Hydra, Jovious, Lion, Mask, Owl, Rose, Walker of the Middle, Warrior, Zodiac,

1.155 Titles of Masterhood for the service guilds (*by tenure*): Garber, Reeve, Smith,

1.156 Titles of Masterhood for the orders (*by tenure*): Dragon, Lion, Griffin, Owl, Rose, Warrior (*Warlord*),

1.157 Garber and Smith credits,

1.158 Titles of masterhood (*in conjunction with the Prime Minister and class guildmaster*) for the fighting guilds,

1.159 Titles of masterhood for the service guilds (*by patent*),

1.16 May create new honours, awards, masterhoods, and titles.

1.17 May receive these titles after successfully completing his/her term: (*At the option of the incoming Monarch*) Duke/Duchess (*or Grand Duke for serving two or more terms as Monarch*).

1.18 Shall descend from the throne if he/she misses more than four weeks in a row or eight weeks total else a new monarch must be chosen .

1.181 Exception - special situations will be taken into consideration by the Althing.

1.19 No Monarch may have the throne for more than two consecutive terms.

1.1A Only those who qualify at Crown qualifications may try for Monarch.

1.1B Shall hold an automatic seat on the B.O.D. during his/her term.

1.1C A Monarch may remove (*strip*) a title of honour from a person for repeated proven violations of the corpora and/or rulebook under the following conditions:

1.1C1 agreement of 75% at the vote of an Althing,

1.1C2 agreement of the Prime Minister,

1.1C3 a majority vote of all people with the same title that is removed (*i.e. all Barons would vote for the removal of a Baron title*),

1.1C4 agreement of 75% of the local group B.O.D. if the person to be stripped no longer resides in that kingdom.

1.1D Note: Titles and honours may never be awarded to the members of another kingdom without that Monarch's permission.

1.1E The Monarch must be at least 18 years of age.

1.2 Royal Consort (*Princess/Prince*):

- 1.21 Every Monarch must have a Princess/Prince Consort/Regent.
- 1.22 May bestow the following orders: Dragon, Garber, Lion, Owl, Rose, Smith.
- 1.23 The Regent/Consort is not required to pay any monthly dues or Kingdom of Wovlen Fang sponsored feast fees, during his/her term.
- 1.24 Shall head and be responsible for the Colleges of Arts and Sciences.
- 1.25 May create new honours and awards in keeping with her/his duties.
- 1.26 Is responsible for the Mid-Reign feast and the next Crown Coronation feast.
- 1.27 May receive the title of Countess/Count after successful completion of her/his term (*At the option of the outgoing Monarch*).
- 1.28 Shall not miss four weeks in a row or more than eight weeks total else a new consort must be chosen.
- 1.29 Only those who qualify at Crown qualifications may try for Consort.
- 1.2A Consort must be reeve qualified.

1.3 Prime Minister:

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

1.4 Champion of the Realm:

- 1.41 Shall maintain a lost and found for the organization.
- 1.42 Responsible that all weapons and armour have been checked for safety and legality.
- 1.43 Responsible for organizing the battle games on days when no predetermined scenarios are scheduled.
- 1.44 Shall be the defender of the Crown.
- 1.45 Will become the pro-tem Monarch if the present Monarch should prematurely leave the throne.
- 1.46 May receive the title of Defender upon successful completion of his/her term (*At the option of the outgoing Monarch*).
- 1.47 Shall not miss more than four weeks in a row or eight weeks total else a new Champion must be found.
- 1.48 The Champion must be at least 18 years of age.
- 1.49 The Champion is not required to pay any monthly dues or Kingdom of Wovlen Fang sponsored feast fees, during his/her term.
- 1.4A Only those who qualify at Crown qualifications may try for Champion.
- 1.4B Champion must be reeve qualified.

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

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

1.6 Scribe:

- 1.61 Appointment and dismissal are the Monarch's option..
- 1.62 Shall work with the Prime Minister to insure that an Amtgard newsletter is printed at least once every two months.
- 1.63 Print any fliers, letters, or other news of the Crown and Prime Minister.
- 1.64 Work with the Monarch and Prime Minister to maintain a yearly calendar of events.
- 1.65 Scribe should post all minutes/results to the web forum or mailing list if internet access is available.

1.7 Guildmaster of Reeves:

- 1.71 Shall be chosen from the Reeves guild by election at the Crown Qualifications. Members of the guild who may vote are those who passed the Reeves test with a score of 75% or better, and the current guildmaster.
- 1.72 Shall work with the Monarch and Prime Minister to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.
- 1.73 Shall work with the Champion in checking armour and weapons for safety and legality.
- 1.74 Must make sure that there are an appropriate number of reeves at any Amtgard event, and ensure that the conduct of reeves is competent and fair.
- 1.75 Will be the Crown's advisor on the rules.
- 1.76 Will give the Reeves test every six months at Crown Qualifications.
- 1.77 Dismissal is by a decision of the Monarch and Prime Minister.
- 1.78 May enforce an initial warning, followed by bout forfeit, and then tourney disqualification system for particularity troublesome or unsportsmanlike fighters at the tourneys.
- 1.79 The Guildmaster of Reeves must be at least 18 years of age.

1.8 Captain of the Monarch's Guard:

1.81 Appointment and dismissal are the Monarch's option.

1.82 Shall be in charge of defending the Crown during in game events.

1.83 Shall ensure that the Monarch and Consort are properly escorted.

1.84 Will share duties with the Champion in terms of carrying out the policies of the Crown.

1.9 Class Guildmasters:

1.91 Each fighting guild, the Circle of Knights, the Circle of Steel, and the Reeves Guild will each vote for their guildmaster at the Crown Qualifications held every six months.

1.912 A person may only hold 1 guildmaster position per term.

1.92 One must have participated in a guild in the past six months in order to vote in the election for that guild's guildmaster.

1.921- Exception, A class master may always vote in their respective class' Guildmaster Elections.

1.93 Class guilds include all fighting guilds (*warriors, healers, barbarians, etc.*).

1.94 Guildmasters have the following responsibilities:

1.941 Must keep the members of their guild following the proper rules of their class,

1.942 Monitor their classes and present ideas for improvements and possible solutions for problem areas to the Monarch and the Althing,

1.943 Make self always available to help new people to learn and play by the rules,

1.944 Encourage garb, equipment, and personas applicable to their class.

1.95 Guildmasters may be removed from office by a 2/3 vote of all guild members and approval of the Monarch and Prime Minister.

2.0 Other Positions

2.1 Colleges of Arts and Sciences:

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

2.12 Although the guilds will vary, the following are examples:

2.121 Arts - Art, Garbers, Literature, Minstrels, Theatre, Drama.

2.122 Sciences - Heraldry, Sages, Engineers, Gladiators, Smiths, Vintners.

2.13 Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline in the group.

2.14 Certain Arts and Sciences guilds have additional duties:

2.141 Garbers - inform the Monarch and Prime Minister when a garber credit should be awarded for one of the following reasons: making nice garb for others, armor construction, flag construction, making superior garb for oneself (*note that garber credits may be awarded in addition to orders of the Dragon*).

2.142 Heraldry - collect and maintain the personal symbols and persona histories of all group members.

2.143 Smiths -

2.1431 Inform the Monarch and Prime Minister when a smith credit should be awarded for one of the following reasons: sponsoring a major Amtgard event, publication, or workshop, or any other comparable service to Amtgard.

2.1432 Aid the Monarch and especially the Champion and Guildmaster of Reeves, to insure that equipment utilized on the battlefield is safe.

2.1433 Inform the Prime Minister when a person achieves a new weapon classification rating in dueling.

Ratings are gained in each weapons class by the schedule that follows:

AA win twelve or more consecutive duels*

A win six or more consecutive duels*

B wins a tourney (*four or more duels*)*

C place 2nd or 3rd in a tourney (*four or more duels*)*

* duels must be fought against four or more different opponents determined by the dueling/tourney organizers.

2.1434 Work with the Prime Minister to keep people's dueling records accurate.

2.2 Reeves Guild:

2.21 Members are those who have passed the Reeves test within the last six months with a score of 75% or better.

2.22 Though under the jurisdiction of the Monarch and the Guildmaster of Reeves, the Reeves have the following powers over the battlegames:

2.221 May add newcomers and adjust the teams to balance a game,

2.222 May call whether a hit on a person is valid or not,

2.223 May take unsafe people or equipment off the battlefield,

2.224 May take time off a person's death if he died especially well,

2.225 May declare a person dead if he persistently is causing problems,

2.226 May declare the end to a game if play is stagnating,

2.227 May appropriate additional reeves if they are needed.

2.23 Reeves are responsible for the following:

2.231 Must ensure that the games are safe to participants and bystanders,

2.232 May retrieve expended and discarded equipment,

2.233 Shall help the participants in their understanding of the games,

2.234 Shall ensure that the quality of play is honest and in keeping with the spirit of the rules and corpora.

2.3 Monarch's/Consort's Guard:

2.31 Will be chosen by the Monarch and the Consort.

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

2.4 Circle of Steel:

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

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

2.5 Consort's Defender:

2.51 Shall be chosen by the Monarch's Consort.

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

2.6 Court Bard:

2.61 Appointment and dismissal are the Monarch's option.

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

2.7 Court Jester:

2.71 Appointment and dismissal are the Monarch's option.

2.72 Responsible for humor and levity at official Amtgard functions.

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

2.8 Governor

2.81 Once every six months during a Monarch's mid-reign, an election shall be held. Only dues paid reeve qualified members whom have received a minimum of six credits at the outpost shall be eligible to run. The winner of this vote shall become the Governor of the outpost for six months. Only those who have taken credits two times within the last 6 months may vote in the Governor Elections.

2.82 Shall act as a liaison for an outpost that lies within a 25 km radius from an existing sponsored group.

2.83 May make temporary rule decisions for the outpost till such time the rule is discussed at a sponsor group Althing.

2.84 Informs the PM of the sponsoring group of all credit information and dues paid members, and gives all money acquired by the outpost to the sponsoring groups treasury.

2.85 May receive the title after successful completion of his/her term. Titles are dependant on the size of the sponsoring group. Esquire for Shires and Baronies, Master for Duchies and Kingdoms.

2.87 Shall not miss more than four weeks in a row, or eight weeks total or else a new governor must be chosen. This attendance must be kept at the Outpost's location and does not include visiting the sponsor group.

3.0 Amtgard Government

3.1 Althings:

3.11 An Althing shall be scheduled once each month. Whether it is actually held is subject to group interest and involvement. (*i.e. if no one has business to bring before the group, then there will be no Althing for that month*).

3.12 Anyone may attend. Only dues paying members (*active or "donating" members*) may vote on Amtgard policies.

3.13 The Althing may do the following things:

3.131 Discuss and enact rule changes,

3.132 Revise and update the Corpora,

3.133 Discuss and vote on major expenditures of the group treasury,

3.134 Discuss the future of the Kingdom and its priorities.

3.14 Althing rules of order may be set down by the Crown. The Champion is responsible for enforcement.

3.2 Elections:

3.21 Shall be held by the Prime Minister.

3.211 Exception - the Prime Minister election will be held by the Guildmaster of Reeves.

3.212 Exception – in the absence of the Prime Minister the Autocrat of Crown Qualifications will hold the election in his/her place

3.22 The winner of any election requires a simple plurality vote (*more votes than the next highest vote receiver*).

3.23 People must have been in the group for six months in order to vote in any election.

3.231 The Crown may also set a minimum attendance and require a contributing membership for determining eligibility to vote in elections.

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

3.25 A person may only be an active member of one group in any six month period (*and thus, may only vote in Althings and elections in that one group*).

3.26 A person is determined to be an active member of their group by actively attending their group's events no less than twice monthly, as determined by sequential sign-in for each delineated six month period. An active and contributing member may only vote in their group's All-things, elections and run for offices of their group.

3.3 Removing Amtgard Officers:

3.31 Can be initiated by a petition signed by at least 20% of the active (*dues paying*) members of the group.

3.32 Requires a 2/3 vote of all the group's members for removal.

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

3.331 Monarch or Prime Minister may not veto removal against themselves.

3.34 Note: no person may hold any of the following two positions at the same time - Monarch, Royal Consort, Champion, and Prime Minister, Governor.

3.341 No person may hold any of the following two positions at the same time: Champion, Prime Minister, Guildmaster of Reeves, Guildmaster of Smiths or Governor.

3.342 No person may hold more than one fighting guildmaster position at a time.

3.4 Rules Changes:

3.41 Any decision agreed upon by the Monarch and Prime Minister is law until the next Althing (*a duration of one to seven weeks*).

3.42 Temporary rulings may be published in the newsletter.

3.43 Final rulings will be added to an addenda sheet for local group use only.

3.44 Only the Althing, or the Monarch and Prime Minister, can change, add or delete from the laws of Amtgard.

3.45 Any suggested changes to a class should be first passed by the guildmaster of that class.

3.46 Rules changes that apply to all groups of Amtgard International require a 75% vote of current monarchs.

3.5 Dues (donations) and Policies of the Treasury

3.51 Dues are \$6 for six months. Though not required of Amtgard members, certain positions and prerogatives may only be applicable to active (*dues paying*) members. People should read this Corpora very carefully to ascertain the advantages of active (*i.e. - donating*) membership.

3.52 Receipts will be given if requested.

3.53 The Prime Minister shall serve in the capacity of group treasurer.

3.54 The Monarch or Prime Minister may each spend 10% of the treasury every month in order to run the group. The Althing must vote on any larger expenditures of the treasury.

3.55 Dues paying members are entitled to a copy of the rules, the Corpora, and the group newsletter. However, note that the group is not obligated to provide materials to a member if the cost to reproduce those materials exceeds the sum of the dues that particular person paid.

3.56 In order for a dues paid member to be able to vote in an election, they should not miss more than twelve (12) weeks in the six (6) month period previous to the election.

3.57 In order for a dues paid member to be able to vote in an all thing, they must have signed in within the last six (6) months.

4.0 Honors and Awards

4.1 Knighthood:

The following criterion for Knighthood recognizes the efforts of our brightest and our best. It exemplifies our understanding that Knighthood is an ideal representation of what most players strive towards. Despite many thinking that a white belt will elevate them past their own foibles and fears, the path of Knighthood is a continuous journey. Those people marked with such achievement are now considered the teachers and mentors for those wishing to follow the road towards such endeavors. It falls within their duty to aid those players within Amtgard who wish to strive to become better participants. In the modern "real" world, knighthood is awarded for a variety of reasons (*winning a Nobel prize, organizing an effort to feed the starving, etc.*). It is to be hoped that Amtgard will take a page from this more enlightened perspective.

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

4.12 The orders of Knighthood:

4.121 Knights of the Crown:

- a. a civil order for serving in the highest echelons of the group
- b. colors: white trimmed with gold
- c. suggested criteria: Masterhood of the crown.

4.122 Knights of the Flame:

- a. a service order for contributions to the group
- b. colors: white trimmed with red
- c. suggested criteria: Masterhood of the flame.

4.123 Knights of the Serpent:

- a. an achievement order for excellence in the arts and/or sciences
- b. colors: white trimmed with green
- c. suggested criteria: Masterhood of the serpent

4.124 Knights of the Sword:

- a. a military order for fighting skills and battlefield prowess
- b. colors: white trimmed with silver
- c. suggested criteria: Masterhood of the sword.

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

4.14 A Knight may choose to take a Squire, MaA, or Page.

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

4.142 The garb of a squire is a red belt.

4.143 The garb of a MaA is a black Belt.

4.144 The garb of a Page is a yellow Belt.

4.15 A Squire may take any number of MaA or Pages.

4.16 Nobility (*with the noble title of Lord or above on the order of precedence*) may take any number of Pages.

4.2 Masterhood in the Service Guilds and Orders:

- 4.21 Awarded by the Monarch for achieving the criteria set forth.
- 4.22 Denotes excellence in contributions to the group in the area listed (*see explanations of the orders themselves*).
- 4.23 Specific types of Masterhood:
 - 4.231 Dragon- 10 orders of the Dragon.
 - 4.232 Hydra- 10 orders of the Hydra.
 - 4.233 Garber- 12 garber credits.
 - 4.234 Lion- any combination of orders of the Lion and orders of the Griffon that add up to 10.
 - 4.235 Owl- 10 orders of the Owl.
 - 4.236 Reeve- 12 weeks experience as a reeve.
 - 4.237 Rose- 10 orders of the Rose.
 - 4.238 Smith- 12 smith credits.
 - 4.239 Warrior (*designated title: Warlord*) - 10 orders of the warrior.
 - 4.23A The Monarch may create other titles and forms of Masterhood.
- 4.24 Specific types of Knight Masterhoods:
 - 4.241 Masterhood of the Crown; suggested prerequisite for Knight of the Crown
 - 4.2411 To achieve this, one must earn 100 points combined of the following criteria:
 - Kingdom Monarch: 40
 - Prime Minister: 30
 - Royal Consort and Kingdom Champion: 25
 - Duke: 20
 - Ducal Chancellor: 15
 - Ducal Consort and Ducal Champion: 10
 - Barony Position: 5
 - Shire Position: 3
 - 4.2412 Note also that one position must be Duke or King.
 - 4.242 Masterhood of the Serpent, the suggested prerequisite for Knight of the Serpent.
 - 4.2421 To achieve this, one must earn Masterhood in one Serpent related category, 4 or more awards in a different Serpent related category, and 2 or more in another
 - 4.2422 Serpent related categories are: Dragons, Owls, Garbers, and Hydras (*ex. 10 Dragons, 4 Owls, 2 Hydra*).
 - 4.243 Masterhood of the Flame, the suggested prerequisite for Knight of the Flame
 - 4.2431 To achieve this, one must earn Masterhood in one Flame related category, 4 or more awards in a different Flame related category, and 2 or more in another.
 - 4.2432 Flame related categories are: Lions, Roses, Smiths, Flames (*ex. 10 Lions, 4 Roses, 2 Flame*).
 - 4.244 Masterhood of the Sword, the suggested prerequisite for Knight of the Sword
 - 4.2441 To achieve this, one must earn 4 or more Griffons and at least 2 Sword Titles, one of which must be Warlord.
 - 4.2442 Sword Titles include: Warlord, Weaponmaster, War Master, and Defender.

4.3 Orders:

- 4.31 Order of the Dragon
 - given by: Monarch, Consort
 - given for: outstanding achievements in the arts (*garb, art, music, literature, etc.*)
 - limitations: none
- 4.32 Order of the Flame
 - given by: the Monarch
 - given for: given to a group of people (*company, household, etc.*) for outstanding contributions to Amtgard

limitations: only one may be given in each Monarch's reign

4.33 Order of the Griffon (*Gryphon*)

given by: the Monarch

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

limitations: none

4.34 Order of the Hydra

given by: the Monarch

given for: entering enough Crown Qualifications events to qualify for the Crown tourney/election

limitations: each person may only receive one Hydra per Crown qualifications

4.35 Order of the Jovious

given by: the Monarch

given for: outstanding attitude

limitations: only one may be given in each Monarch's reign

4.36 Order of the Lion

given by: Monarch, Consort

given for: displaying outstanding traits of service and loyalty to Amtgard

limitations: none

4.37 Order of the Mask (*Masque*)

given by: the Monarch

given for: outstanding portrayal of persona

limitations: only one may be given in each Monarch's reign

4.38 Order of the Owl

given by: Monarch, Consort

given for: outstanding achievements in the sciences (*armor, construction, seigeworks, etc.*)

limitations: none

4.39 Order of the Rose

given by: Monarch, Consort

given for: beneficial service to Amtgard

limitations: none

4.3A Order of the Walker of the Middle

given by: the Monarch

given for: exemplification of the ideals and conduct of reeves

limitations: a person may never receive more than one of these

4.3B Order of the Warrior

given by: the Monarch

given for: fighting ability (*see the criteria below*)

limitations: higher levels are increasingly difficult to attain, and orders must be gained in succession

Level Belt Favor Animal Criteria

1 green snake win 3 straight

2 blue boar win 5

3 red mongoose win 7

4 brown bear win 9

5 rust hawk win 11

6 grey wolf win 13

7 orange tiger win 15

8 black panther win 17

9 purple dragon win 19

10+ yellow phoenix with a red border win 21 (*warlord*)

4.3C Order of the Zodiac

given by: the Monarch

given for: outstanding contributions in any one month
limitations: only one may be given each month

4.3D Garber Credit

given by: Monarch, Consort

given for: Making nice garb for others, armor construction, flag construction, making superior garb for oneself.

limitations: none

note: Garber Credits may be awarded in addition to orders of the Dragon.

4.3E Smith Credit

given by: Monarch, Consort

given for: Sponsoring a major Amtgard event, publication, or workshop, or any other comparable service to Amtgard.

limitations: none

4.3F Note: as with the order of the warrior, orders of all types, when awarded at higher levels, should be harder to earn (*i.e. a person's 7th order of the dragon should be harder to attain than his or her 2nd order, etc.*).

4.4 Titles of Nobility and Lesser Titles of Honor (awarded by the Monarch):

4.41 Title: Grand Duke

equivalents: none

suggested criteria: serve the kingdom two terms as Monarch.

4.42 Title: Arch Duke

equivalents: none

suggested criteria: one term each as a kingdom and Duchy (*or Kingdom pro-tem*) Monarch.

4.43 Title: Duke/Duchess

equivalents: Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda

suggested criteria: serve the kingdom six months as Monarch

4.44 Title: Count/Countess

equivalents: Earl, Comes, Comite, Graf, Jarl, Conde, Comte, Conte, Graaf, Orkhan, Shireman, Dey, Kaliph, Khidiw, Cuauhtlahtoque, Contessa

suggested criteria: serve the kingdom six months as Royal Consort.

4.45 Title: Marquis/Marquise

equivalents: Markgraf, Marchioness, Margrave, Mark, Markis, Margraf, Marques, Marchese, Margravine, Marquee

suggested criteria: serve in each of the following positions of a kingdom-Monarch, Consort, Prime Minister.

4.46 Title: Viscount/Viscountess

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

suggested criteria: have held both the following positions of a kingdom- Champion, Weaponmaster.

4.47 Title: Baron/Baroness

equivalents: Thane, Daimyo, Khan (*Kahn*), Emir, Barun, Barao, Barone

suggested criteria: serve the kingdom six months as Prime Minister.

4.48 Title: Baronet

equivalents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum

suggested criteria: serve in a pro-tem position for any of the following kingdom positions: Monarch, Champion, Prime Minister, Consort.

4.49 Title: Lord/Lady (*lesser title*)

equivalents: Halfweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sherif, U Sayid, Agah, Rabban, Chieftain

suggested criteria: Monarch's discretion (*service to Amtgard*).

4.4A Title: Defender (*lesser title*) equivalents:

--- suggested criteria: serve the kingdom six months as Champion.

5.0 Order of Precedence

5.1 Royalty, Nobility, Peerage

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

5.2 Other Positions:

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

6.0 Crown Qualifications

6.01 All members of Amtgard may enter in Crown Qualifications Cultural/War Events, but anybody and everybody who is interested in running for offices of Monarch, Consort, or Champion must enter and pass Crown Qualifications.

6.02 Crown Qualifications are basically "trials" that candidates must pass to become eligible for office. The goal is to encourage the Arts and Sciences in cultural event categories, battle prowess in fighting tournaments, and to ensure that all potential officers are well-rounded enough to at least give their best shot at Amtgard basics, and also to show a rudimentary knowledge of the rules by passing a Reeve's Test.

6.03 Crown Qualifications should be viewed as a stepping stone, not a stumbling block. With this in mind, all subgroups should set out to uphold the spirit of Crown Qualifications, using the following Kingdom Crown Qualifications as a guideline.

6.04 Note that in the following text the words "Crown Contestant" refer to those attempting to run for Monarch, Champion, or Consort. Crown Qualification requirements are identical for all Crown Contestants.

6.1 The Crown Calendar

6.12 Date: Three (3) weeks prior to Coronation.

6.121-Event: Crown Declarations due to the Prime Minister.

Contestants for Monarch, Champion and Consort must declare separately.

Sponsor: Prime Minister

6.122-Event: Written Entries for Crown Qualifications are due.

Sponsor: Crown Qualls Autocrat

6.123-Event: Guildmaster elections

Sponsor: Prime Minister

6.13 Date: Two (2) weeks prior to Coronation.

6.131-Event: Crown Qualifications Cultural/War Events (*Warmaster Tourney*) (*beginning at a time determined by the Crown Qualls Autocrat*).

Sponsor: highest group officer who is not running for office again (*excluding the Prime Minister*)

6.14 Date: One (1) week prior to Coronation.

6.141-Event: Choosing a running partner (*optional*)

Any time after Crown Qualifications results are announced and before Election speeches are given, Crown Contestants who passed Crown Qualifications for the offices of Monarch and Consort may opt to run as a team.

6.15 Date: Coronation (*twice a year, around the third week in February and August.*)

6.151 -Event: Elections

Sponsor: Prime Minister

Note: Contestants for Monarch and Consort give speeches on field at a pre-determined time. Elections follow immediately.

6.152-Event: Crown Coronation Feast

Sponsor: outgoing Royal Consort

6.16 Date: One or two weeks before Midreign

6.161 -Event: Weaponmaster tournament

Sponsor: Reeves guild

Note: This is a passage of arms in several different weapons classes. It is held in a tournament format and the winner will hold the title of Weaponmaster for six months until the next such tourney.

6.17 Date: Midreign (*twice a year, halfway through the Monarch's reign*)

6.171 -Event: Prime Minister elections

Sponsor: Guildmaster of Reeves

6.172 -Event: Midreign Feast

Sponsor: Royal Consort, or a party approved by the Royal Consort

6.2 The Election of Monarchy

6.21 The Prime Minister (*or in his absence, the autocrat of Crown Qualifications*) will run an election to determine the incoming Monarch, Consort, and Champion. The voting hours will be on the day of Coronation Feast from 1:00 p.m. to 4:00 p.m., at which time the polls will be closed. If anyone who is entitled to vote cannot be present to vote on that day then he or she may get a signed and dated proxy to the Prime Minister by that day. The Prime Minister is responsible for taking and tallying all votes and proxies.

6.22 Guildmaster of Reeves will run an election to determine the incoming Prime Minister. The voting hours will be on the day of Midreign Feast from 1:00 p.m. to 4:00 p.m., at which time the polls will be closed. If anyone who is entitled to vote cannot be present to vote on that day then he or she may get a signed and dated proxy to the Guildmaster of Reeves by that day. The Guildmaster of Reeves is responsible for taking and tallying all votes and proxies.

6.23 Dues paying members may opt to send their vote for an election to the chancellor/autocrat via email. All votes are due by midnight of the day before elections.

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

6.3 Qualifications for Crown Contestants

6.31 The rules of Crown Qualifications should be printed and made available to all Amtgard members regardless of Donating status, free of charge. Candidates for Monarch, Champion and for Consort must declare separately.

6.32 Crown contestants must enter a minimum of seven (7) different Crown Qualification cultural/war events.

6.33 All Crown Contestants must take and pass the Reeves Test -a general test over the rules, both theory and application, administered by the Guildmaster of Reeves- with a score of 75% or higher. Those failing to pass the reeves test can be allowed to take a second test. A Crown Contestant may NOT take any qualifying test more than twice to qualify for crown.

6.34 Reeve's tests do not count toward the minimum number of events.

6.341 The passing score for a Reeve's test is 75% or higher.

6.342 The passing score for a single cultural event category is five (5) or better.

Note that each category may only count once toward the total of seven (7) entries; for example, one cannot pass Crown Qualifications by entering and passing four (4) pieces of field garb and three (3) war events.

6.343 War Events count as only one Crown Qualifications entry, regardless of how many different games a person enters. War events are considered a quality entry and will only count towards one of the seven (7) entries when the Contestant places first, second, or third in at least one (1) event.

6.344 Only one publication test – Corpora or Heraldry - may count towards the minimum number of entries.

6.345 Strategic Gaming counts as only one event, regardless of how many different games a person enters. Strategic Gaming is considered a quality entry and will only count towards one of the seven (7) entries when the Contestant enters at least three (3) events and places in one.

6.35 More specific rules for these qualifications shall be put out by the Autocrat at least six weeks prior to the date set for Crown Qualifications.

6.36 If a Crown Contestant fails to pass their Crown Qualifications due to a negative review of their entries, they may opt to appeal to the voting populace: An Althing will

be called on field, the Crown Contestant may make their case, and all dues-paid members may vote on whether or not the contestant may still run for office. If 2/3 of the vote is in his favour, they may still run for office.

6.37 All contestants for crown must be an active, dues paying member of the club for no less than 6 months and attended at least 12 weeks during that 6-month period.

6.371 Exceptions may be allowed if passed by a vote of 2/3 at an Althing.

6.4 Judging and Scoring

6.41 Orders may be awarded, as per corpora, for outstanding entries in cultural or war events. A Hydra will be awarded to all who pass Crown Qualifications.

6.42 All cultural events will be judged by a panel of no fewer than three (3) no more than ten (10) judges. The actual number is left to the discretion of the Autocrat.

6.421 Scores will be added and averaged by the Autocrat or by a designated assistant.

6.422 All Judges must be club members and may not judge a contest or event in which they have an entry.

6.423 JUDGES MUST, AS NEARLY AS POSSIBLE, BE IMPARTIAL IN THEIR SCORING.

Note: All those interested in judging should contact the Autocrat prior to Crown Qualifications.

6.43 Scoring and Qualifying

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

6.432 Note that a score of five (5) or higher is considered a passing score.

6.433 Contestants passing the Reeves test and entering the required minimum of seven (7) cultural and war events, and achieving an average score of 5.0 or better (*best scores in seven (7) separate categories*) will qualify for crown, however see below.

6.44 Placing

6.441 For purposes of interest, overall standings will be computed by the traditional system of five (5) points for a first place, three (3) points for a second place, and one (1) point for a third. Multiple ties for a place with full point value, will be awarded, however see below.

6.442 Scores necessary to pass:

- a. Reeves Test: 75% or higher
- b. *Corpora Test: 75% or higher
- c. *Heraldry Test: 50% or higher

*Note: Test may be taken and passed by Crown Contestants. Only one may count as one of their seven

(7) minimum entries.

d. Cultural events: score of 5 or higher

e. War events: place first, second, or third in an event.

6.5 Cultural/War Events ("A&S and Warmaster")

6.51 Anyone may enter these Crown qualification events.

6.54 The Autocrat is the highest group officer who is not running for office again (excluding the Prime Minister), and is in charge of running the entire process of Crown Qualifications and overseeing all of the judging of cultural entries.

6.52 The winner of the cultural events ("*A&S Tourney*") at Crown Qualifications shall hold the title of group Arts and Sciences Champion for 6 months.

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

6.54 Entries

6.541 Any club member may enter an event or contest. You do not have to be a Crown candidate to enter crown qualifications. There is no number of entry

requirements for those not running for office. However, all Crown Contestants must enter the required minimum number of seven (7) of separate categories.

6.542 A person may have several entries in any one category; however the same entry may not be entered in more than one contest

6.543 Entries must have been made solely by the person entering them (*except for joint entries*) and must have been made since the last Crown Qualifications. Failure to comply with these requirements will immediately void an entry.

6.544 A joint entry will count as only 1/2 a category for purposes of qualifying for crown.

6.55 War Events

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

6.552 Typical War events may include (*but are not limited to*) bouts of: Florentine, Weapon of Choice, Sword and Shield, Single Dagger, Polearm, etc. Tournament specifications are left to the discretion of the Crown Qualifications autocrat.

6.56 Cultural Events

6.561 Typical cultural skill contests include (*but are not limited to*): fl at art, 3-D art, heraldry test, singing, instrumental music, best tasting cooking, factual writing, composition, weapon and shield construction, passive construction, active construction, best looking garb, best fighting garb, gaming, vintners, poetry, etc. See section 6.565 for more details.

6.562 Events may be added or deleted at the Autocrat's discretion. For questions regarding which event to place an entry, see the Autocrat of Crown Quals. The Autocrat will release a list of eligible Cultural Event categories in advance.

Note: The Autocrat reserves the right to split categories should the number of entries require. Conversely, if there are too few entries to actually qualify as a contest, the entries may be moved to another category if possible.

6.563 Each entry must be accompanied by a piece of paper with the owner's name, the category, sub-category (*when appropriate*), title and a brief description of the piece of work explaining any techniques used, historical value or whatever might help the judges facilitate a proper score for the object.

6.564 All entries should pertain to Amtgard and/or the medieval or fantasy genres that Amtgard attempts to recreate.

6.565 Categories

6.565a. Art, Flat (2-D): Includes original sketches, drawings, paintings, photography and any other art forms rendered on a flat medium.

6.565b. Art, 3-D: Includes sculpture, jewelry, ceramics and other art forms done in three dimensions.

6.565c. Art, 3D Painting: for entries that are 3D in nature and have been painted by the entrant, but the initial item was not of the entrant's creation. Includes miniatures and some ceramics.

6.565d. Composition: Five pages or less. Includes persona histories and short stories.

6.565e. Factual / Informative Writing: Includes essays, how-to articles, historical research, publications, Amtgard tests etc. Five (5) pages or less.

6.565f. Poetry: Any poetry forms, free verse, song lyrics, etc.

Please note: Anyone making Written entries must provide the Autocrat with Five (5) hard copies of each entry, one (1) week before the Arts and Sciences Tourney.

6.565g. Construction, Armor: Legal Amtgard armor judged on basis of construction, effort and appearance.

6.565h. Construction, Weapon: Amtgard legal weapons judged on safety, quality of construction, originality and appearance.

6.565i. Construction, Shield: Amtgard legal shields judged on safety, quality of construction, originality and appearance.

6.565j. Construction, Passive: Includes items not otherwise listed such as helmets, metal weapons, furniture, chests, etc. Judged on quality of construction, appearance and originality.

6.565k. Cooking, Best tasting: Food or drink. Must be a dish that could have been made in medieval society. Main Dish, Appetizer, Dessert, and Vinting are subcategories of this group.

6.565l. Garb, Fighting: Includes all garb made for use on the battlefield. Light armor may be worn but see separate Construction, Armor category. Judged on quality of construction, originality and appearance.

6.565m. Garb, Formal: Includes garb not meant to be worn on the battlefield, i.e. feast garb, court garb etc. Judged on appearance, originality, and quality of construction.

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

6.565n. Instrumental Music: No vocal accompaniment

6.565o. Singing: With or without accompaniment. May be a rendition of a period piece or of an original composition written in a medieval style.

6.565p. Recitation: Original or period poetry or stories.

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

6.565q. Place Encampments: Pavilions, camping areas, etc. In general, any area designed to add a medieval ambiance to the gathering.

6.565r. The Rose: Banners, personal favors, belt, sashes, etc. Judged on appearance, construction and originality. Items should be intended to benefit Amtgard. The definition of the Rose should be kept in mind when judging, i.e. for service to the club.

6.565s. Strategic Gaming: Includes chess and pente. Other games may be added if there is specific interest. If you want games added please make your wishes known to the Autocrat. To receive a credit as Crown Qualifications, a participant must participate in three or more games and place in one.

6.565t. Test, Corpora: A test on the Amtgard, Kingdom of Wolven Fang, Corpora of laws. A score of 75% or higher is required to pass. This test (*or the heraldry test but not both*) may be counted as one of the seven (7) required entries to pass.

6.565u. Test, Heraldry: A test administered on the principles of basic Medieval Heraldry. A score of 50% or more is required to pass this test. This test (*or the corpora test but not both*) may be counted as one of the seven (7) required entries to pass.

6.565w. Needlework: Category includes any fine hand work crochet, knitting, embroidery, tatting, needlepoint, etc. Judged on quality of construction, artistic merit, and originality.

6.565x. Garb Accessory: Includes belt favors, pouches, belts etc. that may not fit into other categories such as the Rose. Judged on quality of construction, originality and appearance.

6.565y. Heraldic art: Any heraldic device presented in an artistic manner such as in a painting or needlework. Judged on appearance, design, and quality of work. All works should be blazoned properly though it will not be a factor in judging.

7.0 Other Amtgard Groups

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

7.2 New groups must sign the Amtgard contract (*Agreement*) with the Central (Burning Lands) Board of Directors.

7.3 New groups must have a sponsoring kingdom.

7.4 This corpora is written with Kingdom level groups in mind. Smaller new groups may form and change status through the hierarchy of Shire/Barony/Duchy/Kingdom via the following criteria:

7.41 Shire - as per the contract

7.42 Barony - as per the contract

7.43 Duchy - as per the contract

7.44 Kingdom -

7.441 as per the contract, and

7.442 a majority vote of the Monarchs of all currently existing kingdoms

7.5 All new groups are bound by the Amtgard rules (*handbook*), this corpora, and the contract.

7.6 Awards and Orders:

7.61 New groups may award orders by type (*i.e.* - *so many roses, etc.*) up to a maximum level as follows:

7.611 Shire - second level

7.612 Barony - fifth level

7.613 Duchy - eighth level

7.62 Sponsoring Kingdoms may award any number of awards and orders to new groups under their jurisdiction.

7.7 Titles:

7.71 New groups may not award titles of Nobility, Knighthood, and Masterhoods until and if they achieve kingdom status.

7.72 New groups may create their own awards, orders, and non-noble titles.

7.73 Sponsoring kingdoms may award titles to new groups under their jurisdiction.

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

<i>Kingdom</i>	<i>Duchy</i>	<i>Barony</i>	<i>Shire</i>
Duke/Grand Duke	Baron	Baronet	Lord
Count	Baronet	Lord	Master
Baron	Lord	Master	Esquire
Defender	Master	Esquire	Esquire

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

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

8.0 Dissolution of Corporation and Distribution of Assets

8.1 Distribution of assets

8.11 Immediately upon the dissolution of the corporation, all assets must be eliminated in a fair and legal fashion. Such elimination of assets must be completed within thirty days of termination of this Agreement, at the end of which period a full report must be forwarded to the Board of Directors as previously described. Options for the elimination of assets include:

8.111 Use of cash on hand for the sponsorship of a final special event.

8.112 Contribution of cash assets and/or capital property to a legally recognized non-profit charitable organization.

8.113 Return of dues to members who paid them, return of capital properties to donors, equal redistribution of special event profits to members who purchased tickets to the event, etc.

8.114 Whatever method used must be in compliance with all applicable laws and reported in detail to Amtgard, Inc. within thirty days of termination.

