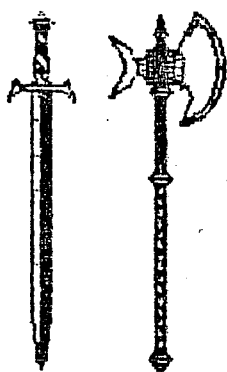


AMTGARD

Attention all potential Warriors and Wizards

Amtgard: Chapter of the Burning Lands
has need of untrained persons wishing to learn
various skills such as those of Assassin,
Scout, Warrior, Healer, Paladin, Archer,
or Magic-User, etc...

Amtgard: Chapter of the Burning Lands
is a Medieval / Fantasy Combat society
that meets every Saturday at Memorial Park
During Winter Between 12:00 and 5:00pm
During Summer Between 4:00 and 8:00pm



If you are interested in taking part in the
games, or just wish to watch, come by. There is
absolutely no charge for participating as Amtgard
is a non-profit organization.



WELCOME TO AMTGUARD! WELCOME TO ADVENTURE! WELCOME TO FUN!

HAVE YOU EVER DREAMED OF BEING A BRAVE KNIGHT PROVING HIS HONOR BY TRIAL OF COMBAT? OF BEING A FAIR MAIDEN OR DAMSEL IN DISTRESS? OF SINGING SONGS OF BEAUTY AROUND A ROARING BONFIRE? OR BEING ABLE TO EXPRESS YOUR ARTISTIC ABILITIES TO AN APPRECIATIVE AUDIENCE?

THEN COME LIVE THE DREAM WITH AMTGUARD!!!

AMTGUARD IS A NON-PROFIT, NON-SECTARIAN, FANTASY ROLE PLAYING ORGINAZATION. ORIGINALLY BASED IN EL PASO, TEXAS, AMTGUARD IS QUICKLY BECOMING A NATION-WIDE ORGANIZATION FOR RECREATION AND STUDY OF THE RENAISSANCE ERA AND EUROPEAN MIDDLE AGES, WHILE ALSO GIVING A CHANCE TO PLAY THE PART OF A FAVORITE HERO OR CHARACTER FROM A FANTASY NOVEL OR MOVIE - i.e. FANTASY ROLE PLAYING!!!!!!

OUR MANY FIELDS OF STUDY INCLUDE:

COMBAT --- WITH PADDED FOAM WEAPONS, VERY SAFE, AND VERY VERY FUN!
ARTS ----- PAINTING, LEATHER & METAL WORKING, CALLIGRAPHY, AND FREEFORM
MUSIC ----- SINGING, WRITING, PLAYING AND PERFORMING
WRITING -- POETRY, STORIES, AND ARTICLES FOR OUR NEWSLETTER
GARBING -- SEWING AND CREATING APPROPRIATE ATTIRE FOR MEETINGS
HERALDRY - THE STUDY OF ANCIENT COATS OF ARMS & PERSONAL DEVICES

SO DON'T KEEP YOUR DREAMS LOCKED IN THE CLOSET, COME
SPEND A DAY OF FUN IN THE SUN WITH AMTGUARD, AND LIVE THE DREAM!!

Emerald Hills Qualifications XV

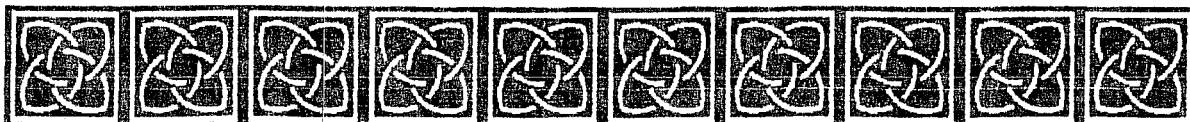
It is time again for Kingdom Qualifications. This is an informative list of the events and criteria to enter for Kingdom level positions:

The first day of competition will be held on Saturday November 18, 1995 in the Duchy of the Midnight Sun in Garland, Texas. *You must sign up with Regent Squire Infinity at 12:30pm. The events will begin at 1:00 pm. If you are trying to qualify for a position then please do not be late.*

The second day of competition will be held on Sunday November 19, 1995 in the Barony of Tyr Glyn in Richardson, Tx., at the same time as before.

- All persons wanting to qualify for Monarch, Consort/Regent, or Champion of the Realm must deliver a letter of intent to run for office to the Prime Minister of the Kingdom, who at this time is Dame Selka Shadowcat, before Qualifications begins on Saturday November 18, 1995.
- If you are qualifying for Monarch, Consort/Regent, or Champion you must enter at least ten (10) cultural events and maintain a 3.0 average, and fight in at least ten (10) war events.
- All written entries must be five (5) typewritten pages or less and a copy must be furnished for each judge (if there are 3 judges then there must be three copies of your entry). Do not expect to get these copies back.
- You may have only three (3) entries per category per person.
- You may not enter one item in two or more categories at the same time.
- All persons trying to qualify for the three offices mentioned above must pass a combined Reeve/Corpora test given by the Guildmaster of Reeves.
- Only people who are running for Champion may fight in the jChampions Tourney

The results of Qualifications will be made available the weekend of November 25 and 26th. You may call Dame Selka at metro 817-469-6569 after Friday November 24th for these results if you cannot appear at your park.



Spring War IO Champion's Journey

Hosted by C.K. and run by Claffbus of Hencforth and Moryorach

Rules and Stipulations

1.

This will be an order of the warrior tourey encompassing all levels divided accordingly :

1st -> 3rd , 4th -> 7th , 8 and up

1.a.

fabricating a new order for yourself will only belabor your progression, as you'll either fight harder opponents or less impressive ones. If a conflict arises with the legitimacy of someone's awarded level the individual submitting the complaint shall find one of the accused's provincial leaders able to verify.

This in no way will detract from either of the involved's performances.

1.b.

If no provincial ruler nor record is attainable, the originally deemed level will be honored. (This obviously will impede your ability to attain the higher levels of the warrior as well)

2.

All scoring shall be followed as to the current rulebook. Out of bounds will require centering, and three out of bounds will be equivalent to a kill.

3.

Concerning weapons checks, there will be no formal check due to the quantity involved; however upon request any weapon may be inspected by a reeve for legality and size.

3.a.

A reeve deeming a weapon illegal shall obtain a second opinion and if opposed a third; the ruling that is seconded will be followed.

3.b.

A reeve's decision is final and shall correspond with all previously administered rules and clarifications.

4.

Low level bouts shall be held prior to higher level, so as the winner of the lower will be advanced into a destructive bystander in the higher level in the appropriate weapon combination.

4.a.

Each event will be coordinated so as the lower level is one round ahead of the next.

5.

Sign-up will end at 11:30 on Sunday and the competition will begin promptly at noon.

Events

single sword	single dagger	florintine	sword & shield
pole arm	freestyle	two-person	teams

Kingdom of the Emerald Hills

Crown Qualifiers

November 9th & 10th, 1996

November 9th - Ironcloud Park

Directions to Ironcloud according to Clu:

Get to I-35, head south, I-35 turns to I-67, Exit Illinois, make a right (or go due West)

Travel for about 5 miles till you hit Knoxville Rd., Turn left on Knoxville (heading South)

Road will go on for about a mile. Park will be on your right, containing an open field, a play ground, and large area of foliage... just enough foliage for shade, but yet sparse enough to see through the whole place (like have a ceiling of tree branches in a large gymnasium) Foliage area is entered by crossing a bridge. BEAUTIFUL park! Hope you like it

November 10th - Eagleshire Park

Directions not available at time of print. For help, call King Forest (Austin) at: 1-817-484-4167 (home) or at work: 1-817-383-1111

Cultural Events:

Fighting Garb
Court Garb
Passive Construction
Armor Construction
Weapon Construction
Shield Construction
2D Art
3D Art
Factual Writing
Fictional Writing
Poetry
Performance
Main Dish Cooking
Dessert Cooking
Persona Literature
The Rose
Singing
StoryTelling
Photography

Fighting Events:

Single Sword
Sword & Shield
Flourentine
Sword and Madu
Polearm
Open Class
Dagger Toss
Archery
Sword & Dagger
Two Man Teams
Three Man Team
Weapon Scramble
Dagger Duel

Emerald Hills & Wetlands Joint Midreign Emerald Hills & Celestial Kingdom Pompous War

August 23-25th

Mother Neff State Park (Waco, Tx)

Hear ye! Hear ye!!! Announcing the **Joint Midreign of the Emerald Hills and the Wetlands**. It is our XIVth Midreign, but its their first!! We need to show the youngsters how to have a good time. Come join the festivities as billions of people (false advertising) run amok *nude* in the trees!! (NOT)

After a successful Clan, the Grand Poobah, light of the world, and overall punster - Czar Baron Forest - has declared a **Pompous war** against the tyrannical Logan T. Black, King of the Celestial Kingdom. Champions of Sword and Needle shall compete for the glorious victory of saying "We win, you lose. Nyah Nyah Pooh Pooh."

QUEST: The Kingdom of the Wetlands is preparing a quest to be scheduled sometime Saturday afternoon. Come try your best and win, if you dare.

WAR: The pompous war is a contest of 8 war champions, and 5 cultural champions each from Emerald Hills and Celestial Kingdom for each category (one categories champions may differ from another category.). There are 6 main cultural events which we will score first, 3 entries maximum per category from each cultural champion. Entries are welcome outside the original six, but will be judged based on the time available and will not count toward the war victory. Only entrants declared as champions of one of the two kingdoms will be counted in the war victory. The 6 main cultrual events are: Fighting Garb, Court Garb, 2-D Art, 3-D Art, Passive Construction, and Armor Construction.

SITE FEE: \$7/per person

LOCATION: Mother Neff State Park 30 miles southwest of Waco, Texas

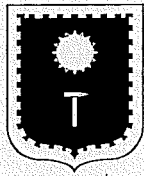
PARK RULES:

1. Alcohol must be contained in non-commercial containers (mugs, tankards, plastic cups, etc)
2. Pets must be on a leash and proof of vaccination will be required by Park Ranger.
3. No live steel.
4. No fireworks.
5. Fires in provided fire pits onle.
6. We encourage you to provide your own camp security during the feast and court.

DIRECTIONS FROM DALLAS:

Take I-35 south through Waco. Turn right (west) on Exit 315, which is Hwy 107 (Bruceville-Eddy). Go West for about 13 miles and you will run into FM 236, turn left (south). About 2 miles down on the right, you will see a sign for the Mother Neff State Park.

Baron Forest Evergreen, Czar of the Emerald Hills (817) 484-6588
Sir KalXen, Regent of the Emerald Hills (214) 578-1857 - kalxen@intex.net



Dragon Master XIV



Date: Saturday, February 7
Location: Tanglewood Forest
Sign-ins will begin at 11am and close at 1pm

Dragon Master will be held at Tanglewood Forest this reign on Saturday, the 7th of Feb. Everyone is invited to camp if they wish to but Dragon Master itself is only a one day event. Everyone is encouraged to attend, whether you are entering Dragon Master or not, so that you may participate in the first of a series of Kingdom scale battle-games. In addition to the battlegame, war practices will be conducted throughout the daylight hours.

All performance entries will be performed in the bardic that will begin at the conclusion of the war games (so be prepared for a long yet entertaining day)

We are going to do everything within our power to have the winners announced at the end of the event. For this to be possible, **We need ALL written entries to be turned in before hand.** Please e-mail them to tanara_stormcaller@hotmail.com (if other arrangements need to be made, please contact either Tanara or Sparhawk)

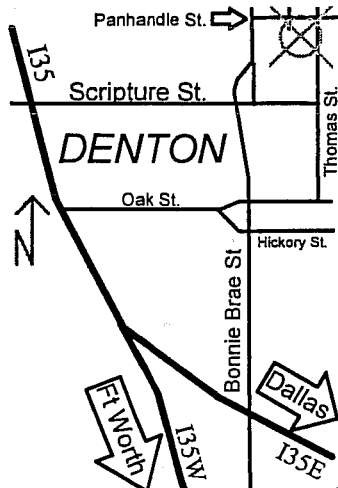
- ☞ To be considered for the title Dragon Master you must have entered at least 5 categories, and 3 genres.
- ☞ Each entrant's top five scores will be calculated to form their base score. For the entries to count towards the title of Dragon Master they must at least score a 3.5
- ☞ For each first place score they receive they will receive an extra .5 onto their score regardless of whether it fell in their top five scores.
- ☞ For each second place score they will receive they will receive an extra .3 onto their score.
- ☞ For each third place score they receive they will receive an extra .1 onto their score.
- ☞ NOTE: The bonus points will only be added if three or more entrants entered the category in which the first place winner competed.

Genres	Categories
Cooking	Appetizer, Main Course, Dessert, Other, Vintners
Garb	Fighting, Court, Monster, Accessory, Favor, Jewelry
Writing	Factual, Fictional, Poetry, Publications
Construction	Passive, Active, Armor, Weapon, Shield, Banner
Performance	Singing, Oratory, Instrumental, Dance
Art	2D, 3D, Photography
Rose	(no categories)

Introduction to Amtgard

Eagleshire

(Sundays, McKenna Park)



Parks of the Kingdom of the Emerald Hills.

Amtgard combines medieval fantasy role-playing with live-action combat (similar to PaintBall...with swords).

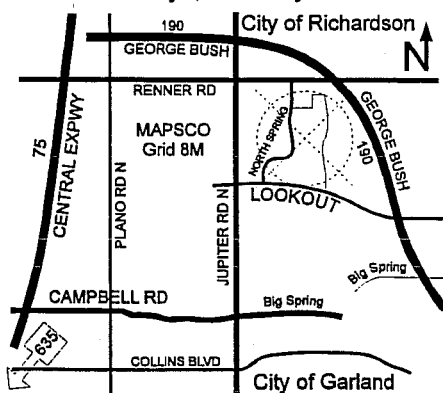
Amtgardians wear outrageous costumes, swing foam swords, throw padded spell balls, and utter arcane mumblings in a never ending quest for... a worthy foe,

... a heroic death,
... and a jolly good time!

Our weapons are typically made of plastic PVC pipe wrapped with Closed cell foam (safer than a store bought plastic bat.) Head Shots, grappling, and deliberate body to body contact are not allowed

Tier Glynne

Sundays, Crowley Park

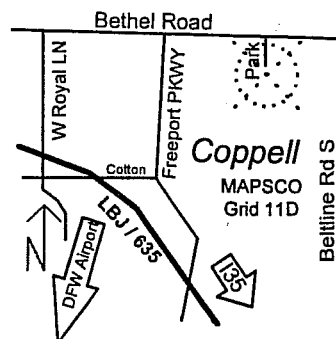


The Borderlands

(Sundays, In Waco, South of the Brazos River, to the NorthWest of Herring Dr., at the Mouth of Bosque).

Coppell

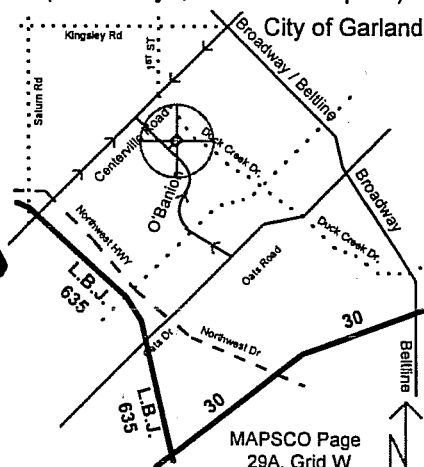
(Saturdays, Off of Park Road)



Amtgard is an international, non-profit organization devoted to bringing the enjoyment of fantasy genre role-playing to all of those who have wanted more from D & D, Palladium, or any other fantasy game. We have been around for more than 14 years, and have active parks all over the world (many in Texas!)

Midnight Sun

(Saturdays, Duck Creek park)



Additional information be had from (972)475-9810
(Ewen McFadden or Rath) or the on Internet.

Let's Do Battle

This weekend two opposing armies will fight with sword and shield for the right to claim the field of battle.

You too can be a part of the fun and excitement of medieval combat at Amtgard.

Amtgard is a medieval and fantasy oriented foam weapons fighting society. No armor or other protection is needed because the weapons are safe.

You will experience teamwork and strategy as you confront the opposing team, while battling for the enemy flag. There's just one catch, they have their eyes on your flag.

Drop by and check it out. The battle cry has sounded.

For more information contact
at



Tunnel Trenches!

Created by: Tristen



This is Tristen's Rose Entry for this May's Crown Qualifications. Try it out at your park!

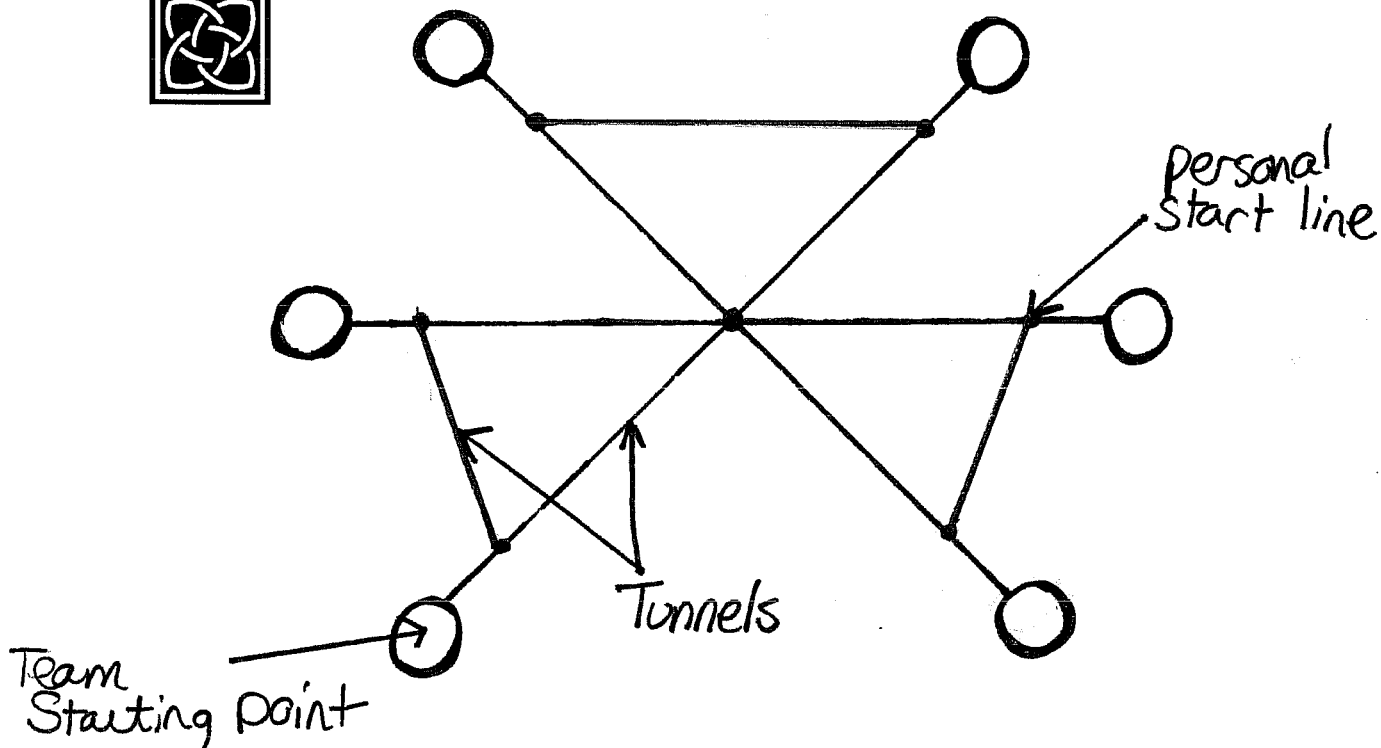
The field is marked off with twine or something of similar nature such as hay bales. Each team, composed of four-six persons, starts at one of the six outer points of the hexagon.

The goal of the game is to be the last team standing.

The tunnels should be small enough in width to allow no more than two people to stand side by side. After the team has crossed over their personal start line, they are open to attack from the back as well as the front. There is no safe place to hide and there is no nirvana in the tunnels.

Once a person dies, they must exit the tunnels immediately. Sorry, no magic can be used in these trenches!

As mentioned earlier, the winning team is the one who is left after the other five are defeated. Once the round is over, each team rotates clockwise to their new starting position on the hexagon.



Amtgard

Don't spend another weekend sitting around
rolling dice and playing cards...

The Kingdom needs Heroes,
but not on paper!

Amtgard is a non-profit educational corporation dedicated to the study and recreation of the medieval and fantasy eras and genres. Amtgard is also a live action role playing (LARP) game that endeavors to recreate individual and group combat from the periods mentioned above.

Amtgard weapons are safe, foam padded replicas of the real things. Amtgard battlegames range from tournaments and duels (one on one combat) to quests versus monsters and other fell folk to grand melees and wars between kingdoms that involve hundreds of individuals. All battlegames and scenarios are covered by a comprehensive set of rules.

We meet at:

Every _____ at _____.
For more information contact:

or

or check us out on the world
wide web at www.amtgard.com



Art by Eric Brown

Amtgard

Live Action Combat and Role-playing System



(Several Amtgardians practice thier fighting skills with foam swords and shields.)

Amtgardians wear outrageous costumes, swing foam swords, throw padded spell balls, and utter arcane mumblings in a never ending quest for...

... a worthy foe...

... a heroic death...

... and a jolly good time!

What is Amtgard?

Amtgard is an international, non-profit organization devoted to bringing the enjoyment of fantasy genre role-playing to all of those who have wanted more from D&D, Palladium, or any other fantasy game. Amtgard has been around for more than 17 years, and has active parks all over the world (many in Texas!)

Amtgard combines medieval fantasy role-playing with live-action combat (similar to Paintball ... except with swords instead of guns). It's often described as Dungeons & Dragons without the dice.

What does it cost?

It's free; no strings attached. Most equipment and garb is homemade and the rulebook is available for free download. What more can you ask for?

Weapons and Fighting

Our weapons are typically made of plastic PVC pipe or fiberglass rods wrapped with closed cell foam. Shields are padded. The only part of the game that is "real" is armor. "Head shots," grappling, and deliberate body to body contact are not allowed.

Where can I play?

There are 6 groups that play on a regular basis in the immediate area. Saturdays in Garland, Carrollton, Arlington, or Waco. Sundays in Arlington or Denton. In addition several intergroup events ranging from Campouts to Wars are held at various times throughout the year at special locations. Exact details can be found at the contact points listed at the bottom of this page. (Because attendance can vary due to these special events, please check with an active participant before attempting to participate or visit.)

Loews Keystone Park Theater Demo

Amtgard will be holding a demo at the Loews Keystone Park Theater in conjunction with the Dungeons & Dragons movie opening this weekend. We will be there on Friday, December 8th, starting at 7 p.m. and Saturday, December 9th, starting at 1 p.m.

13933 North Central Expressway – Take 75 to Spring Valley & head West; you can't miss it. We'll be in the lobby.

Come by, visit, gawk at the strangely dressed, see what it's all about, and watch a movie.

Contact Information

On the Web: www.Amtgard-eh.com
www.Amtgard.com

Email: Rath@MidnightSun.org

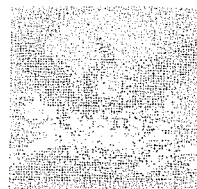
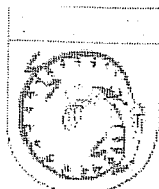
Phone: 972-385-3109

The Amtgard Dallas Chapters AKA the Kingdom of the Emerald Hills. From this, all else flows. The rules can be downloaded from here. Head referee and contact volunteer for the Dallas area. Phone number for Rath.

RULES OF TANGLEWOOD FOREST

1. Keep the grounds clean. Do not put cigarette butts on the ground! Use a pouch or your pocket!
2. Please keep any music you play at a level as to not be heard beyond your campsite.
3. Upon vacating your campsite, make sure all trash is bagged and then drop it off at the "trash Bin" located on the exit road just beyond the parking lot on your way out.
4. Watch Your Step: Be very careful of potential hazardous such as burrow holes, stumps, uneven ground, etc.
5. Plant life and wild animals abound, be on the watch for rash causing flora & fauna and food and other item stealin' critters. In other words, don't leave stuff outside your tent when not there to watch it.
6. You must move your vehicle after unloading your camp gear. The Owner of any vehicle not removed will be given ONE warning after that there will be a TEN DOLLAR fine per day!
7. If your vehicle gets stuck from your failure to remove your vehicle promptly from your camp area you will be charged a towing fee of \$20 payable in advance of towing your vehicle from it's location.
8. Theft of any nature will not be tolerated! Offenders will be escorted from the event site!
9. No underage drinking without parental permission AND parental presence at the event AND notification to the Monarchy at the event. If a minor without the proper consent is consuming or carrying an alcoholic beverage, the alcohol will be confiscated. On a second offense, the individual will be removed from the site for the remainder of the event.
10. The use of illegal substances is prohibited. If you are seen in "public" using drugs of any nature, you will be removed from the site.

What you do in private is your business, what you do in public is our business. Please use discretion.



OLYMPIAD XIII

RAKIS XIV

June 18th – 22nd 2003

Hosted by the Empire of the Iron Mountains

You have come to us year after year for the best juggling in Amtgard. You have enjoyed watching us rub whip cream and pie filling all over each other. Fighting a war off a 14-foot tower has sent shivers down your spine. Now come join us as the Empire of the Iron Mountains hosts Olympiad XIII.

Last time the Empire hosted Olympiad we had a 3500 square foot barn filled with A&S Cultural entries. Over 100 people fought in each list in the War Events. This time around we know we can do better.

Image your self at Rakis next year with an extra 150 people all going for the prize of Olympian XIII. Speaking of Prizes there will be prizes for War/Cultural/Overall Olympians and that and many more details will be released soon.

Olympiad Logo Contest:

We are looking for a logo for Olympiad XIII. All entries must be received by no later than August 1, 2002. Entries can be sent to the contact information at the bottom. The winner will be announced at the Fall Camping event held by the Empire of the Iron Mountains. In addition to a custom prize, the winner's logo will be displayed on all Olympiad XIII prizes, flyers, favor, and T-shirts.

For more information contact us at:

Web Page:

<http://www.ironmountains.org/olympiad.html>

Email

Overall: Belgarion

War: Michael

Cultural: Airleas

olympiad@ironmountains.org war@ironmountains.org

cultural@ironmountains.org

Phone:

Work Day (Ask for Shane Proctor)

Home

1-888-584-3810 ext 6495

303-702-9919

Snail Mail:

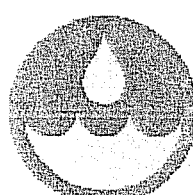
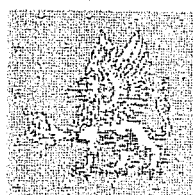
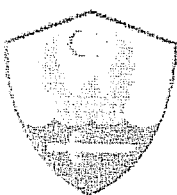
Olympiad

c/o Shane Proctor

1601 Great Western Dr

Unit L-7

Longmont, CO 80501



Dark Reign Calendar

(Subject to Change)

January

8 Wetlands Weaponmaster
9 EH Rotating Quest/Allthing - Morning Wood Glen
14-16 Neverwinter Coronation - Florida
23 EH Winter Warrior Tourney/Potluck - Old Tanglewood Park (tentative location)
29-30 Tanglewood Forest Work Weekend - Party Saturday Night!!

February

5 WL Relic Quest
12 EH Chump Tourney/Arts Festival/Rotating Quest /Allthing - Iron Cloud
26 WL Collegium
26-27 Tanglewood Forest Work Weekend - Party Saturday Night!!

March

4-5 EH Weaponmaster/Dragonmaster (4th @ Morning Wood Glen - 5th @ Eagleshire)
10/11/12 EH 1st Annual War @ Tangle Wood Forest
16-19 Spring War (CK)
25-26 Tanglewood Forest Work Weekend - Party Saturday Night!!

April

3/31-4/2 WL MidReign
7-9 EH MidReign /Allthing (Tangle Wood Forest)
29 WL Nighthunter
29-30 Tanglewood Forest Work Weekend - Party Saturday Night!!

May

13 EH Rotating Quest /Allthing - Midnight Sun
20 WL Quals
20-21 EH Crown Qualifications (20th @ Midnight Sun - 21st @ Morning Wood Glen)
27-28 Crown Elections

June

2-4 WL MidReign
9-11 EH Coronation - Tanglewood Forest

World Banner Wars

PRIZE TOURNAMENTS

You can Sign-Up for each tournament at the gate, or with Sir Infinity or the respective Host.
Most tournaments will be on or near the lighted ditch field!

-FRIDAY-

7:00PM-----Two Man Teams-----Sir Nevron & Sir Trinity
8:00PM-----Three-Way Destruction-----Sir D'Okyn & Sir Infinity
9:00PM-----Fun Tournament-----Wart The Brewer

-SATURDAY-

10:00AM-----Militia battles-----Sir Logan
2:00PM-----!WORLD BANNER WARS!-----
10:00PM-----Two Man Teams - All Tied Up!-----Sir Eclipse and Maxton
12:00 Midnight-----Midnight Knife Fights (Daggers ONLY)-----Sir Falamar Le'Crane

-ALL WEEKEND-

Live Tip Archery Sir Ewen McFadden
24-Hour Ribbon Tourney - Sir Trinity

Archery Contest Rules

Where: The Archery Range at the South West corner of the Battlefield.

When: The range will be open as much as possible during daylight hours Friday and Saturday afternoons. If there is a Designated Range Marshal at the range, we're open.

Cost: \$5 per entry. You may enter as often as you wish.

- 1) This is a live ammo shoot. Target or field tipped arrows only (no broadheads). All bows must be Amtgard legal. A bow and arrows will be available for those who cannot supply their own.
- 2) Paper Targets will be supplied. Each entry will be shot on a single target. The Range Marshal will score each target and it will remain in the possession of the Range Marshal as a record of the entry.
- 3) Scoring will be by the ring. Values will be finalized once the targets arrive. If any portion of a line is breached by a shot, that shot will count to the outer side of that line.
- 4) The shooting line will consist of tape stretched between poles. No part of the body shall be touching the line at release. Continuous infractions will result in a scratched shot.
- 5) Each entry will consist of multiple shots at various distances. This will be finalized by the event.
- 6) Tie breakers for 1st, 2nd, or 3rd consist of a full round. If still tied, targets will be set up at a certain distance and 4 shots taken, then the distance increased etc., until a clear winner emerges.
- 7) You may declare you are taking one practice shot at each distance. This practice shot will be your first shot at each distance. Once the first shot is taken, the declaration may not be changed.
- 8) If you have purchased an entry, you may practice your shooting skills at any time the range is open. However, priority on the range is given to the contest. We do not supply practice arrows. Practice targets will be available for \$1.
- 9) Shooting when a Range Marshal is not present may result in revocation of your range privileges, forfeiture of your entry fee, and in gross cases, ejection from the event site. These are deadly weapons, and anyone not treating them with the respect they deserve will be dealt with accordingly.

24-HOUR RIBBON TOURNEY

TIMES/ SIGNUP:

Trinity will be running the Ribbon Tournament. The tournament will be held from Friday, October 11th at 6:00 p.m. until Saturday, October 12th at 6:00 p.m. Participants may join the tourney at any time until Friday, October 11th at 10:00 p.m. To register for the tourney, you must find Trinity to sign-in and receive your ribbons. Sign-in starts at noon on Friday. Objective of the tourney will be to fight as many people as you can to gain ribbons for victories. Prizes will be offered for 1st, 2nd, and 3rd place. Please find Sir Trinity for additional details.

RULES:

Each player will receive 1 ribbon for each level they play. There will be 3 different colours of ribbons worth up to 3 points each, depending upon current status in the club: Current Royalty (3 pt ribbons), Nobility (2 pt ribbons), and General Populace (1 pt ribbons). Example: Play a 5th level Scout and be Consort you get 5 ribbons worth 3 points each. Play a 6th level warrior and are general populace, you get 6 ribbons worth 1 point. Tents, vehicles, courts and participation in other tourneys/battlegames are off limits to combat, any other times and you are fair game. Just ask your opponent if they are in the ribbon tourney and if they are - then fight. The winner of the fight gains 1 of the losers ribbons. The loser can then decline to fight you again, if they chose. You can only give out your own personal ribbons, not those you have won from others. When you have given away all your personal ribbons, you are out of the tourney but may still be eligible to win if you have won a lot of ribbons from others. NOTE: NO magic to gain ribbons, only weapon combat allowed!!!!!!

DRINKING WATER IS AVAILABLE AT THE GATE! BRING YOUR OWN CONTAINERS TO FILL.

SHOWERS ARE AVAILABLE CLOSE BY!!

Navarro Mills Lake

Shower fee is \$1 per person up to three persons then just \$3.00 per car load.

Directions:

Leave Tanglewood and proceed to the main road and go right. Approximately 3 miles look for FM677 on your right. Follow FM677 for about 1 mile and the park is on your left, take the second Park entrance for showers..

RULES OF TANGLEWOOD FOREST

1. Keep the grounds clean. Do not put cigarette butts on the ground! Use a pouch or your pocket!
2. Please keep any music you play at a level as to not be heard beyond your campsite.
3. Upon vacating your campsite, make sure all trash is bagged and then drop it off at the "trash Bin" located on the exit road just beyond the parking lot on your way out.
4. Watch Your Step: Be very careful of potential hazardous such as burrow holes, stumps, uneven ground, etc..
5. Plant life and wild animals abound, be on the watch for rash causing flora & fauna and food and other item stealin' critters. In other words, don't leave stuff outside your tent when not there to watch it.

No underage drinking. If a minor is consuming or carrying an alcoholic beverage, the alcohol will be confiscated. On a second offense, the individual will be removed from the site for the remainder of the event. *Note: Minors whose parents are at the event may drink as long as the parents notify the Monarch of their allowance to do so. The minors parents must be at the event and can not simply send notice of permission.

The use of illegal substances is prohibited.

We want everyone to enjoy themselves at the event, but please do so responsibly. The Royal Guard and the Security team will be responsible for enforcing these rules.

Kingdom of the Emerald Hills World Banner Wars III October 10 - 13th, 2002

Schedule of Events

Welcome to World Banner Wars III There are many activities planned for this event and we encourage everyone to take advantage of the various WorkShops and Tournaments offered. Enjoy, have a great weekend and please join us again next year! (See Inserts for times listing for Prize Tournaments and Arts/Crafts/Performance Work Shops)

Thurs 10/10

12noon. Gate Opens @ Tanglewood Forest

Set up camp and party at the gate or ditch on the lighted field!!

Friday 10/11

12noon Sign up begins for 24 hour Ribbon Tourney hosted by Sir Trinity. Throughout the day and evening check out the ditch field for tournaments and the feast area for workshops!

11:30pm Anti-Bardic - bring your Least Amtgard Related songs and stories!

Saturday 10/12 (Vench's Guild Breakfast \$3 donation at Feast Area)

11:00am - Sign Up starts for WBWIII teams on Battlefield

12:30pm - Battlefield - Banner Wars Team Captains to Draw Straws for Team Field Order

1:00pm - Armor ratings, garb check, and reeve briefing on Battlefield

2:00p.m. -Banner Wars Begins!!

7:00p.m. Feast is Served

7:30p.m. Court - Games and Fun Abound - Bad Ass Bardic follows Feast!
Check out the many Tournaments and Work Shops!!

Sunday - Pack up, clean up and go home or head to the Golden Coral where you will find many of your hosts and friends!

CRAFT WORK SHOPS

Held in the Feast and Merchant Row Areas of Tanglewood - Take advantage of these free work shops and learn a new skill or sharpen an old one!

Friday: 7 pm to 11 pm

Saturday: 10 am to 5 pm & 8 pm to 11 pm.

Conversational Arabic: Presented by Tamisan D'Verdemire

Elementary Arabic expressions. Everyday questions, battlefield expressions, insults, compliments, come-ons, and answers for your linguistic curiosity. Email me for specific questions so I can prepare appropriately.

Solving the Mysteries of Commercial Patterns/Making it Fit - Presented by Sir Eclipse & Lady Tangeena with Volunteers from many Amtgard Lands Introduction to determining your right size; pattern alteration and understanding design and wear ease in the commercial pattern.

Feather Fan-Making - Presented by Xandra & Alleycat:

Learn to make feather fans, like they sell at Scarborough Faire. They can be as simple or as sophisticated as your imagination allows.

Theatre Workshop - Presented by Forest

Come learn the art of acting. Practice line delivery, blocking, and body posture with others interested in the performing arts. Participants will have the opportunity to perform scenes from Shakespeare for an audience if they desire

Prize Tournaments Schedule

(Located on The Ditch Field)

Friday: 7-11pm Saturday: 10-12noon, 5-6pm & 9-Midnight

Sir Nevron Dreadstar ---- *Two Man Team Prize Tournament*

Sir Falamar Le'Crane ---- *Midnight Knife Fights (hand daggers ONLY)*

Sir Logan T. Black ---- *Militia Battle*

Sir Ewen McFadden ---- *Live Tip Archery (\$5.00 Entry Fee)*

Sir Eclipse and Maxton ---- *Two Man Team ~ All Tied Up*

Sir D'Oykn ---- *Two Prize Tournament*

Sir Trinity Skythasis ---- *24 Hour Ribbon Tournament for Prizes (sign up begins Friday 11am)*

RIBBON TOURNEY

Unto the populace of Banner Wars III

Greetings and Salutations:

Trinity will be running the Ribbon Tournament. The tournament will be held from Friday, October 11th at 6:00 p.m. until Saturday, October 12th at 6:00 p.m. Participants may join the tourney at any time until Friday, October 11th at 10:00 p.m. To register for the tourney, you must find Trinity to sign-in and receive your ribbons. Sign-in starts at noon on Friday.

Objective of the tourney will be to fight as many people as you can to gain ribbons for victories. Prizes will be offered for 1st, 2nd, and 3rd place.

Each player will receive 1 ribbon for each level they play. There will be 3 different colours of ribbons worth up to 3 points each, depending upon current status in the club: Current Royalty (3 pt ribbons), Nobility (2 pt ribbons), and General Populace (1 pt ribbons).

Example: Play a 5th level Scout and be Consort you get 5 ribbons worth 3 points each. Play a 6th level warrior and are general populace, you get 6 ribbons worth 1 point.

Tents, vehicles, courts and participation in other tourneys/battlegames are off limits to combat, any other times and you are fair game. Just ask your opponent if they are in the ribbon tourney and if they are - then fight. The winner of the fight gains 1 of the loser's ribbons. The loser can then decline to fight you again, if they chose. You can only give out your own personal ribbons, not those you have won from others. When you have given away all your personal ribbons, you are out of the tourney but may still be eligible to win if you have won a lot of ribbons from others.

NOTE: NO magic to gain ribbons, only weapon combat allowed!!!!!!

If you have any questions you can contact Trinity at:
[sir trinity@hotmail.com](mailto:sir_trinity@hotmail.com) or find me at the event.



THE WAR!!!

----Tournament Setup/Guidelines----

Sign up starts at 11 a.m. on Saturday.

A team roster includes all potential players and non-fighting pages on the team. A person may not appear on more than one team's roster. No more than 18 players (minimum 10) and 4 non-fighting pages may participate in any fight. No more than 1 of each spellcasting class may take the field per fight.

All teams must provide a personalized banner (flag) exhibiting their company/team name, colors, or symbol and be no smaller than 2 ft by 3 ft. This banner is the "entry fee" for that team and will end up with the victor at the end of the tournament.

Starting at **1 p.m.** will begin armor ratings, garb checking, and reeve briefings.

Siege weapons will be evaluated and categorized by the EH Monarch, GMR, and Champion between **11 a.m. and 1 p.m.**

The Tournament will begin at **2 p.m.** Single Elimination. Each round is a new one-life (last life) scenario with two teams facing off. No mass spells nor monsters (includes Reincarnation, Transform, lich, etc.) are allowed. A round is won by one team holding the opposing flag for 7 minutes or "shattering" their opponent's team.

Before each game the team members will line up opposite one another. Then each player will announce his/her name, class, and level.

There will be a marked off starting area for each team. All of a team's gear and members will start the game within that area.

Each team must contribute two Reeves to assist when their team is not on the field. The EH GMR will designate a reeve to each spellcaster and banner/flag prior to each fight.

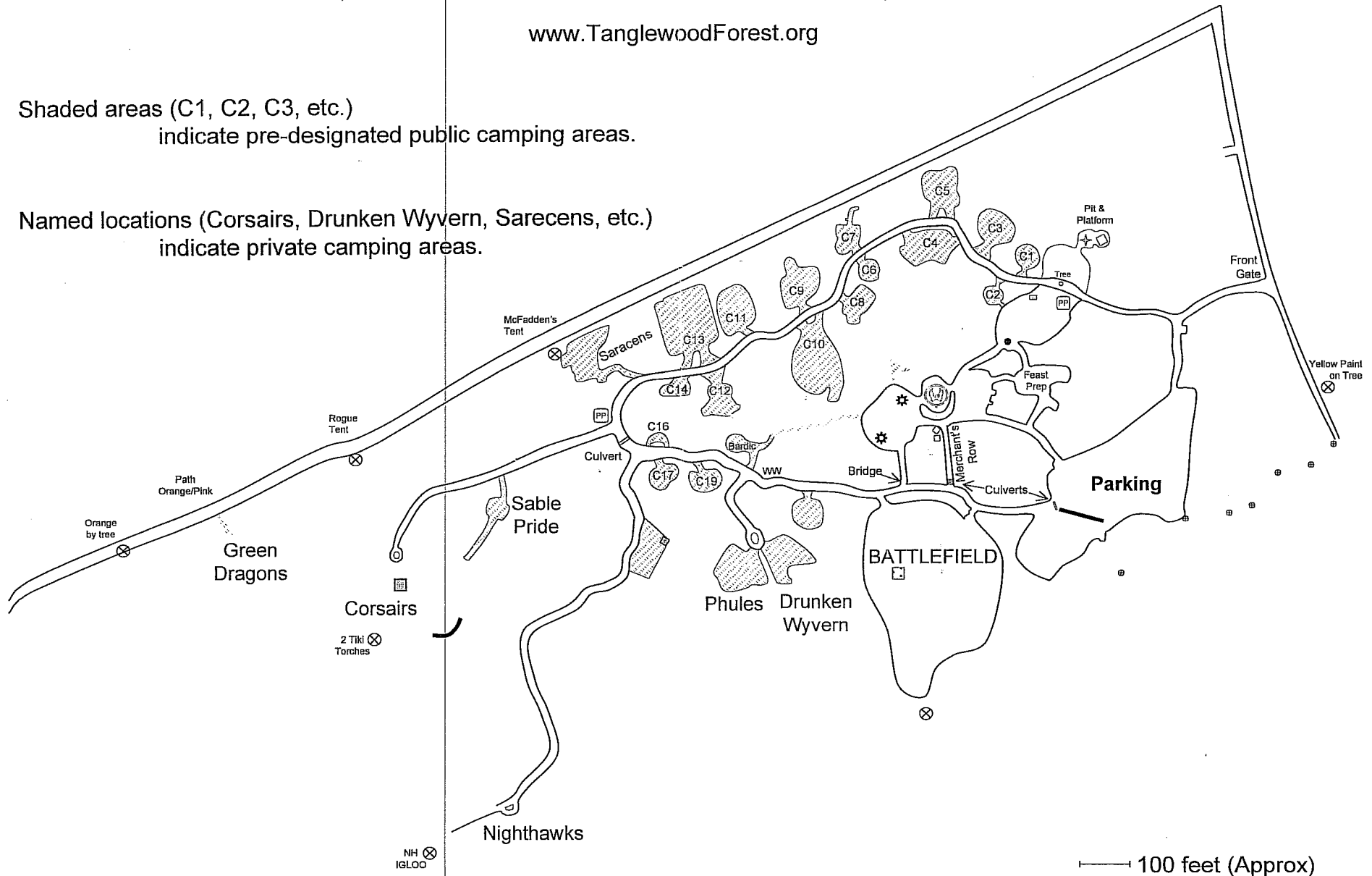
Reeves and non-fighting pages will be provided with unique garb to ensure that they are clearly non-combatants.

TANGLEWOOD FOREST

www.TanglewoodForest.org

Shaded areas (C1, C2, C3, etc.)
indicate pre-designated public camping areas.

Named locations (Corsairs, Drunken Wyvern, Sarecens, etc.)
indicate private camping areas.



Event Agenda:

*** Friday ***

12 pm Site Opens

6 pm Early registration for Cultural competition

7 pm Warm-Up Bardic (Practice for competition)

8 pm Juggling Competition

9 pm Close of early registration for Cultural competition

*** Saturday ***

9 am Warskill competition sign-in begins (sign-ins will be accepted until the 1st match of that category)

Registration for Cultural competition opens

10 am All Cultural entries due

Cultural registration closes

Warskill competition begins

Cultural judging begins

1-2 pm Lunch (Reeves break)

2 pm Warskill competition resumes

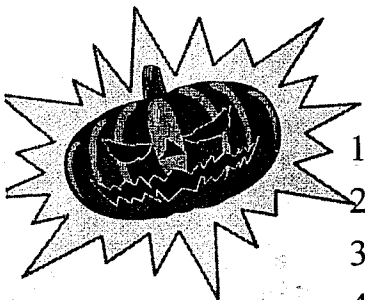
5 pm Deadline for Pumpkin Carving Contest

6 pm Feast & Court

PUMPKIN CARVING CONTEST

Begins: Now

Ends: Saturday, 5:00 p.m.



1. You can bring your own pumpkin.
2. We can supply one for \$4.00.
3. Pumpkins can be carved at any time.
4. Not a portion of Culturals.

Welcome to Olympiad IX

Event Information

1. Keep your I.D. with you in the car - You will need it every time you re-enter the site.
2. Please park along the roadside. Only use site parking lot for loading & unloading of camping equipment.
3. The site is one Group Camping area. There are no individual campsites.
4. No ground fires due to a Tarrant Co. open fire ban. Tiki torches & BBQ grills are allowed.
5. Boats can be rented at the on-site store (ask for Lori).

Door Prize

To be raffled off on Saturday evening.
Hang onto your GOLD ticket until Court.

Tournament Schedule:

- 9:00am** Sign-in for tournaments begins.
- 11:00am** Sign in for the **Single Dagger** competition closes.
- 11:30am** Single dagger competition begins. All other tournaments will follow as each subsequent one is completed. The Warskill competitions will proceed in the following order: Single dagger, single sword, florentine, flail and shield, madu, red weapon, open, polearm, sword and shield, and two-man teams.
- 12noon** Sign in for **Single Sword** competition closes.
- 12:30pm** Sign in for **Florentine** competition closes.
- 1:00pm** Sign in for **Flail and Shield** competition closes.
- 1:30pm** Sign in for **Madu** competition closes.
- 2:00pm** Sign in for **Red Weapon** competition closes.
- 2:30pm** Sign in for **Open** competition closes.
- 3:00pm** Sign in for **Polearm** competition closes.
- 3:30pm** Sign in for **Sword and Shield** competition closes.
- 4:00pm** Sign in for **Two-man Team** competition closes.

Olympiad IX Cultural Rules/Information:

1. Items must not have been entered in a previous Olympiad.
2. Joint entries will be accepted. Group entries larger than 3 people will not count towards an individual's overall score.
3. Judging will be completed before court on Saturday.
4. Early registration for cultural entries will start Friday night at 6:00 PM and close at 9:00 PM, open again Saturday morning at 9:00 AM and close completely at 10:00 AM.
5. You may pick up your entries after all of the judging is completed.

Olympiad IX Scoring System

Ideally, the Cultural Olympian will have diverse talents and score well. The object of this scoring system is to keep people from winning the cultural tournament by flooding one category or entering a lot of poor quality entries in order to increase their score. The Cultural Olympian will be the person with the highest combined score from entries that meet the following requirements. Only the entrant's two best entries in any given category will count towards the overall score. And entries that achieve an average score lower than 2.5 will not count towards the entrant's overall score. The remaining entries will contribute the difference between their score and 2.5 to the entrant's overall score - thus, an entry scoring 3.2 adds 0.7 points to the entrant's overall score.

BONUS Entries that place first in a category will receive 0.5 bonus points added to their score.

TOURNAMENT NOTES

1. Olympiad Warskill events are open to anyone.
2. The top four slots in all tournaments will be seeded according to the autocrat's, GM Reeves, and Monarch's discretion. All other combatants will be placed randomly.
3. Tournaments will be run using a typical single-elimination tournament tree.
4. Reeves' decisions are final.
5. Combatants who argue reeves' decisions or who exhibit "umsportsman-like" behavior will receive a warning from the officiating reeve. Three warnings will warrant a combatants' disqualification from all tournaments. This will include removal from all remaining tournament trees, a forfeit of all wins and tournament points, and ejection from the tourney fields and spectator areas. Confirmation of warnings will be by the autocrat and GM Reeves. This is so that no one is screwed out of competition by a reeve who doesn't like them.
6. Scoring will be based on the following system. Each win earns one tournament point. Placing in each tourney will earn an additional 5, 3, and 1 points for 1st, 2nd, and 3rd places respectively. The Warskill Olympian will be the combatant that earns the most points.
7. After a sign-in closes (refer to tournament schedule) no late comers will be accepted. There will be no exception. If you miss the deadline then you will not fight in that tournament. Whining or sniveling about this will earn you a warning (see Notes, 5), up to and including ejection from the tourney and spectator fields.

TOURNAMENT DEFINITIONS

Single sword: Self-explanatory tourney, both combatants will be restricted to the use of a single sword. This may be either a short sword (less than 36") or a long sword (less than 48"). No swords 48" or greater will be allowed.

Sword and Shield: Combatants will be limited to the use of one sword and one shield. Any size sword and any size shield may be used. Maces and clubs are an acceptable substitution for a sword. No hinged weapons will be allowed.

Florentine: Combatants will be limited to the use of two weapons, each under 48" in length. These may be chosen from swords, axes, maces, or clubs. No hinged weapons or short spears/javelins will be allowed.

Single dagger: Self-explanatory tourney, both combatants will be restricted to the use of a single dagger. Daggers are restricted to under 18" in length, per "Notes on Weapon Types", number 5, page 13 of the Amtgard Handbook on the Rules of Play, 6th ed.

Polearm: Combatants are restricted to the use of a single polearm. Polearms include spears but may also have slashing edges. All weapons used in the tourney will be monitored for safety, however, the length of the weapon does not have to be completely padded.

Madu: Combatants will be limited to a single madu and a single short melee weapon of their choice. This may include swords, maces, axes, and flails. Javelins/short spears will be an acceptable substitute for a madu.

Flail and shield: Combatants will be limited to the use of one flail and one shield. Any legal flail may be used. Note that the maximum 18" head/chain rule will be adhered to. Any flails that "stretches" (e.g. sock flails) must not "stretch" to any more than 18".

Open: Combatants will not be limited to any specific weapon style or combination, except that only melee weapons may be used.

Two-man teams: Self-explanatory tourney, all combatants may use any style or combination of melee weapons

Red Weapons: Combatants will be limited to a single red weapon, per the guidelines specified under "Notes on Weapon Types", number 4, page 13 of the Amtgard Handbook on the Rules of Play, 6th ed. and "Weapon Types", number 3, page 12 of the Amtgard Handbook on the Rules of Play, 6th ed. No polearms will be allowed.

Nearby Stores & Services

All of these places are located near the intersection of Boat Club Road and Lake Worth Blvd.

Eagle Mountain Trading Post (Texaco): Fuel, Groceries, Meats & Liquor.

Directions: Morris Dido Road south 5 miles.

Health First Medical:

Directions: South on Morris Dido (Boat Club) about 10-12 miles. NE corner of Boat Club & Shadydell Drive intersection.

Lake Worth Emergency Center:

Directions: South on Morris Dido (Boat Club) about 15 miles. NW corner of Boat Club and Lake Worth Blvd.

Albertsons:

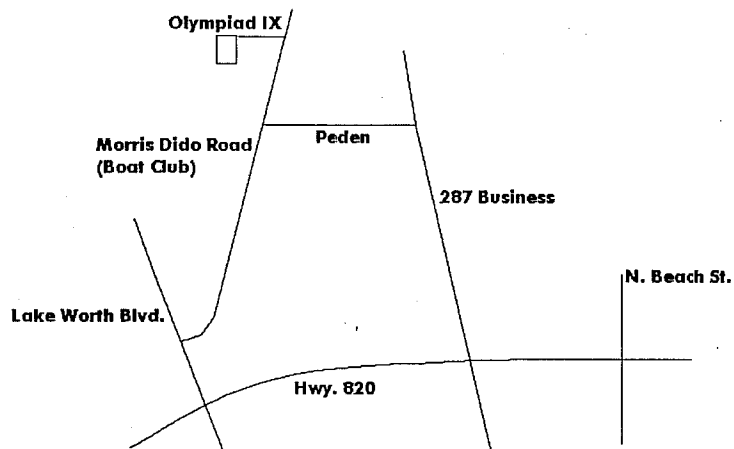
Directions: NW corner of Boat Club & Lake Worth Blvd.

Wal-Mart:

Directions: Take a right on Lake Worth Blvd. Wal-Mart will be on your right. (24 Hours)

Nearby Restaurants: Located near Boat Club & Lake Worth Blvd. Intersection.

- Waffle House
- Sonic
- Taco Bell
- McDonalds
- Burger King



All of these places are located on 287 BUSINESS (between Hwy. 820 & Peden Road)

ATM: at the nearby Diamond Shamrock on 287 Business.

Directions: Right onto 287 Business. Drive 4.5 miles. Store on right.

"Diamond" Grocery: Hours: 6am-11pm Mon-Sun

Directions: Right on 287 Business. Drive 6 mi. Right on McLeroy – Drive 0.5 mi. Store on right.

Eckerd Drug:

Directions: Right onto 287 Business. Drive 6.5 miles. Store on right.

Nearby Restaurants: Along 287 Business.

Dairy Queen	(4.5 mi.)
Subway	(4.5 mi.)
Mr. Jims Pizza	(4.5 mi.)
Mrs. Bairds Thrift Shop	(4.5 mi.)
Saginaw Donut Shop	(4.5 mi.)
Pulido's Mexican	(4.5 mi.)
Jack In the Box	(6.0 mi.)
Donut King	(6.0 mi.)
Sonic	(6.5 mi.)
Taco Casa	(6.5 mi.)
Pizza Hut	(6.5 mi.)

Liquor Store Locations

Eagle Mountain Trading Post (Texaco): Drive south on Morris Dido Road for 5 miles. This store sells grocery, meats & liquor.

Majestic Liquor: Drive south on Morris Dido Road for 15 miles (Road name will change to "Boat Club Road"). Street will "T" into Lake Worth Blvd. Take a right on Lake Worth Blvd. Majestic will be about 0.5 miles down the road, on your right.

Hansom Hanks: Take 287 Business back to Hwy. 820. Take Hwy. 820 east (one exit) to Beach street (store will be on the SE corner of 820 & Beach).

Here Ye, Here Ye

The Royal entourage is again on the move... but the wise should heed our warning. The Crown of the Emerald Hills will only allow itself to be put on the run for so long. It is time for retribution, the immense power of the Crown shall be felt. It has been foretold in a vision by Draeven, the Court Seer that there shall come a wave of the court that shall sweep before it all who have tried to pillage from this great kingdom. The spoils of the dead shall be used to restore Kingdom Treasure taken by force during its transportation. So it is that the Royal Party shall roll out upon the lands of the Midnight Sun on Saturday, May 13th and strike down all who should raise arms against it and claim all treasure of the dead for the Kingdom of the Emerald Hills.

All populace members participating in the third quest are required to bring at least one item of plunder treasure as spoils if killed by the royal party. A suggestion list is provided below but bring what you will:

material	jewelry	old garb	new garb
pouches	mugs	trim	leather
studs	spell balls	weapons	belt favors
spools of thread, etc			

Calendar for remainder of the Dark Reign

April

29-30 Tanglewood Forest Work Weekend - Party Saturday Night!!

May

13 EH Rotating Quest/Allthing - Midnight Sun (Contact Queen Eclipse for items to be added to the Allthing agenda.)

20-21 EH Crown Qualifications (20th @ Midnight Sun - 21st@ Morning Wood Glen)

27-28 Crown Elections

June

9-11 EH Coronation - Tanglewood Forest

Kingdom of the Emerald Hills Dark MidReign XXIV

Schedule of Events

FRIDAY



12:00 noon	Gate Sign-Up Begins
10:30 p.m.	Night Battle sign-in at the Bardic begins!!! (The Bardic Area is the area with the fire-pit off of the road that leads to the trench field.)
11:00 p.m.	Night Battle Begins!!!
12:00 midnight	Night Battle Ends!!!

Trench & Partying All Night!!!

Don't forget to go by the front gate to join in on the all night party with Forest and Og!

SATURDAY

12:00 noon	People wake and wonder if we are having a Relic Quest and when it will start. (yes we are ;p)
2:00 p.m.	Relic Quest Begins! (Hosted by the Rogues)
7:30 p.m.	Feast/Court Begins!

Party, party, party, party (ummm, did I mention party?)



SUNDAY

Clean your Campsite & go Home.

Greetings

As most of you are already aware, we are in pursuit of our Kingdom's Non-Profit Status. As a result, there is a need to have a Kingdom/Park financial structure firmly in place as soon as possible so that ALL moneys collected within the Kingdom of the Emerald Hills are recorded and accounted for. Below you will find a proposed Kingdom/Park Accounting Agreement for your review. I am sure some kinks will need to be worked out and I am completely open to populace ideas and suggestions on any aspect of this agreement. Please submit your suggestions via e-mail to me personally (and to the list if you are so inclined but also cc me so I don't overlook a post). The following Proposal will be called up for Allthing vote on May 13th to be held at the 3rd Rotating Quest at Midnight Sun Park. I would greatly appreciate your opinions and suggestions for revisions as soon as possible so we can get this in place (hopefully) by a positive populace vote at the Allthing. Thanking you in advance for your review.

Just a couple of the benefits of Non-Profit:

- 1) Availability of petitioning donations from major corporations for items such as Event/tournament prizes, building materials to improve Kingdom land, Kingdom wide discount cards for Amt-related supplies/materials, quarterly donation money to the Emerald Hills from Kroger for shopping with them.....
 - 2) Personal tax write-offs for donations to Emerald Hills Amtgard.
- The list literally goes on and on and on.....

Eclipse Blackfire, Monarch of the Emerald Hills
(972) 671-5087 or eclipse_@swbell.net

PROPOSED KINGDOM OF THE EMERALD HILLS AND KINGDOM PARK(S) ACCOUNTING AGREEMENT

COLLECTION OF DUES BY PARKS AND HANDLING PROCEDURES

- 1) All moneys collected by any individual Park Prime Minister as dues shall be handled as follows:
 - a) All moneys shall be logged into a receipt book by the Park P.M. which clearly states from whom it was received with amount paid, date paid, and collector's name. A written receipt shall also be given to the member paying such dues.
 - b) All moneys shall be recorded on a ledger which is to be maintained by each Park
 - c) All moneys shall be turned over to the Kingdom Prime Minister or Kingdom Monarch for deposit to the Kingdom bank account and logged onto the Kingdom ledger. A receipt will be given at the time of exchange to the Park P.M. with amount paid, date paid, and the collector's name.

ADMINISTRATION OF FUNDS AND KINGDOM ADMINISTRATIVE FEES

- 1) All moneys collected from Emerald Hills Parks shall be logged into a main "Kingdom Park Level Ledger" maintained by the Prime Minister of the Kingdom of the Emerald Hills.
- 2) A quarterly Kingdom Park Level Ledger balance report is to be generated and delivered (either through e-mail, snail mail by Park distribution) to all Park P.M(s) and to the general populace.
- 3) A fee of 20% of all Parks collected money shall be allocated to the Kingdom fund as payment for book keeping and administrative fees and to cover the costs of ledgers and other bookkeeping materials.

DUES PAID MEMBERS VOTING RIGHTS

- All persons who pay dues to the Kingdom P.M. or to their Park P.M. shall be eligible to vote on any issue they would regularly be eligible to vote on whether it be within their Park level environment or Kingdom level.

ALLOCATION OF FUNDS

Up to 80% of a Parks deposited funds shall be the property of the depositing Park for printing, events, feasts, signage, promotions, etc. The Park Prime Minister or the Park Monarch shall be responsible for contacting the Kingdom Prime Minister or Kingdom Monarch to request money from that Parks account. To receive reimbursement of moneys spent on Park items by the Park P.M. or Park Monarch a receipt must be presented to the Kingdom Monarch or Kingdom P.M. and shall be made to that person within a three day period in the form of a check drawn on the Kingdom bank account.

NON-PROFIT BOOKEEPING REQUIREMENTS

- All bookkeeping Ledgers, whether Kingdom or Park, shall be open to inspection by any member of the Emerald Hills upon one week written notice to the current Park level or Kingdom level P.M.

MidReign XXIV Night Battle

Seek and Destroy

Sign-In - To play in this game you must sign-in at the Bardic Area/Nirvana between 10:30 to 10:55. The Bardic Area is the area with the fire-pit off of the road that leads to the trench field.

Time - The game will begin at 11:00 p.m., Friday night and end exactly one hour later at 12:00 midnight. The winner will be announced 10 minutes later.

Class and Weapons - This is not a class battle. Only non-hinged melee weapons, shields, and throwing daggers are permitted. No magic, armor, bows, flails, etc.

Boundaries - Stay out of the campsites. Battle will take place on any part of the main road, the parking lot, and any common areas (with the exception of the Bardic Area). NO Fighting in the campsites or running into them to avoid a fight! Everyone caught fighting inside a campsite or within 10 feet of a tent will be disqualified.

Prize - The Dark Shiv (a new relic) will be given to the winner for use in tomorrow's quest (and perhaps beyond).

The Dark Shiv

This short sword has been passed down from grandfather assassin to their finest disciples over the years. Its existence has been hidden even from the assassins guild. Only the greatest of assassins will ever wield its power to find the smallest chink in even the best armor. This non-magical relic of exceptional quality is usable for 1 life per game. For that life this 1 point SHORT SWORD ignores—passes through with out affecting—all non-magical, non-invulnerable armor to hit the target. When used in this fashion, the wielder must announce that the weapon is "armor-piercing" within 5 seconds of engaging the target.

How to Play

When you sign in you will receive a numbered ribbon with your name on it. At 10:55 everyone gets lost and has five backstab free minutes to position themselves. At 11:00 the game begins upon hearing the alert signal from Nirvana. You have one hour to hunt down your fellow contestants and kill them. When you kill someone, you must show them the ribbon you were issued to prove you are not currently dead. Only then may you claim the corpse's ribbon. Ribbons acquired through kills cannot be taken or given away. 60 seconds after killing someone, any wounds you had are healed. When you die, verify that the player who killed you is(was) alive and actually playing the game. Then give him your issued ribbon and proceed to nirvana. If you have died less than four times, they will issue you another ribbon so you can hunt some more. (i.e. You have up to 4 lives and no more.) At 12:00 the signal will be heard again and the game ends. All fighting ceases. You have 10 minutes to return to Nirvana for the ribbon count.

Winning

When done the total number of ribbons you turn in will be added to the lives yet unspent. (Add up the number of lives you have left with the number of kills.) The player whose total is greatest wins. Under no circumstances may players exchange or give ribbons away. The only way to acquire a ribbon is to kill another player or be given one by the nirvana reeve. There will be no ties!

It is encouraged to be stealthy. If you are playing in this game, do not trench at the same time, as this will only confuse things. You can wait. The trench will still be there after the game ends. No teaming up. This battle is every man/woman for him/herself. No whining. Break any rules and the reeves will take from you as many ribbons they think is appropriate.

Happy Hunting People!!!

The Rules of Tanglewood Forest

1. Keep the grounds clean. Do not put cigarette butts on the ground! Use a pouch or your pocket!
2. Please keep any music you play at a level so as to not be heard beyond your campsite.
3. Upon vacating your campsite, make sure all trash is bagged and dropped off at the "trash Bin" on your way out.
4. Watch Your Step: Be very careful of potential hazards such as burrow holes, stumps, uneven ground, etc..
5. Plant life and wild animals abound. Be on the watch for rash causing flora & fauna as well as food and other item stealin' critters. In other words, don't leave stuff outside your tent when not there to watch it.

No underage drinking. If a minor is consuming or carrying an alcoholic beverage, the alcohol will be confiscated. On a second offense, the individual will be removed from the site for the remainder of the event. *Note: Minors whose parents are at the event may drink as long as the parents notify the Monarch of their allowance to do so. The minor's parents must be at the event and can not simply send notice of permission.

The use of illegal substances is prohibited. If you are seen in public using drugs of any nature, you will be removed from the site.

We want everyone to enjoy themselves at the event, but please do so responsibly. The Royal Guard and Security teams will be responsible for enforcing these rules. What you do in private is you business, what you do in public is our business. Please use discretion.

No **firearms** are allowed.

All **live steal** must be **securely** tied as to prevent easy removal from its scabbard.

Fighting (not related to the **game**) will not be tolerated.

Possession of **illegal substances** is not allowed.

Consumption of **alcoholic beverages** by **minors** is not allowed.

All normal Amtgard event rules still apply.

Sere Ye, Sere Ye

Kingdom of the Emerald Hills World Banner Wars I



March 10/11/12, 2000

Schedule of Events

(not really, just sort of a suggestion, okay, not even a suggestion, ummm, we will get around to the stuff in our own damn Amtgard time!)

The Royal entourage is again on the move... but the wise should heed our warning. The Crown of the Emerald Hills will only allow itself to be put on the run for so long. It is time for retribution, the immense power of the Crown shall be felt. It has been foretold in a vision by Draveen, the Court Seer that there shall come a wave of the court that shall sweep before it all who have tried to pillage from this great kingdom. The spoils of the dead shall be used to restore Kingdom Treasure taken by force during its transportation. So it is that the Royal Party shall roll out upon the lands of the Midnight Sun on Saturday, May 13th and strike down all who should raise arms against it and claim all treasure of the dead for the Kingdom of the Emerald Hills.

All populace members participating in the third quest are required to bring at least one item of plunder treasure as spoils if killed by the royal party. A suggestion list is provided below but bring what you will:

material	jewelry	old garb	new garb
pouches	mugs	trim	leather
studs	spell balls	weapons	belt favors
spools of thread, etc			

Calendar for remainder of Dark Reign

March

10/11/12 EH 1st Annual World Banner Wars @ Tangle Wood Forest
16-19 Spring War (CK)
25-26 Tanglewood Forest Work Weekend - Party Saturday Night!!

April

3/31-4/2 WL MidReign (at Tanglewood Forest)
7-9 EH MidReign (Tangle Wood Forest)
29-30 Tanglewood Forest Work Weekend - Party Saturday Night!!

May

13 EH Rotating Quest/Allthing - Midnight Sun (accepting items for Allthing Agenda)
20-21 EH Crown Quals - 20th@Midnight Sun, 21st@Morning Wood Glen
27-28 Crown Elections

June

9-11 EH Coronation - Tanglewood Forest

Friday

12:00 noon	Gate Sign Up Begins
3:00	People start to trickle in
8:00	All Night Trenching & Partying Begins
1:00 a.m.	To Hell with setting up camp, people come in late, trench all night and sleep in their cars or in a people pile in someone else's tent

Saturday

12:00 noon	People awake and hope the hangover goes away before they have to put on that 40 pounds of armor for the banner wars
2:00	Banner Wars Battle Begins!
7:30	Feast/Court Begins
8:30	Goofy Tournaments Begin on the Trench Field
	Single Sword & Egg Tournament
	Regeneration Tournament (you start on your knees with only one arm and as you win you gain limbs!)
	(prizes include season passes to Scarborough Faire & Medieval Times Dinner/Show passes)
9:30	Party, party, party, party (ummm, did I mention party?)



Sunday

Clean your Campsite & go Home

World Banner Wars I

BANNER WAR RULES AND GUIDELINES



Teams Makeup: at least 10 and no more than 30 people per team.

Reeves: Each team must contribute a Reeve to assist when their team is not on the field.

Banners: Each team must field a banner (A personalized flag on a pole). Banners become permanent bragging trophies for winner.

The Banner Tournament Rules...

...is a one-life (last life) single elimination battlegame tournament. Only two teams compete at a time. Lives reset for each round.

...will not incorporate the use of mass spells.

...banners won in early rounds can be lost in later rounds.
(In other words, winner takes ALL.)

...will not allow monsters (reincarnation, transform, lich...)

Rounds are won by...

... the opposing team holding your banner for 7 minutes OR
... one team having no remaining lives.

Rules Rape:

Check with Sir Logan or RATH before attempting your favorite rules rape (They can keep a secret, honest). We want the games to go as smoothly as possible. If you try something funny and don't check with them beforehand, it is on your head.

Rules of Tanglewood Forest

1. Keep the grounds clean. Do not put cigarette butts on the ground! Use a pouch or your pocket!
2. Please keep any (canned) music you play at a level as to not be heard beyond your campsite.
3. Upon vacating your campsite, make sure all trash is bagged and then drop it off at the "trash Bin" on your way out.
4. Watch Your Step: Be very careful of potential hazardous such as burrow holes, stumps, uneven ground, etc..
5. Plant life and wild animals abound, be on the watch for rash causing flora & fauna and food and other item stealin' critters. In other words, don't leave stuff outside your tent when not there to watch it.

No underage drinking. If a minor is consuming or carrying an alcoholic beverage, the alcohol will be confiscated. On a second offense, the individual will be removed from the site for the remainder of the event. *Note: Minors whose parents are at the event may drink as long as the parents notify the Monarch of their allowance to do so. The minors parents must be at the event and can not simply send notice of permission.

The use of illegal substances is prohibited. If you are seen in public using illegal drugs of any nature, you will be removed from the site.

We want everyone to enjoy themselves at the event, but please do so responsibly. The Royal Guard and the Security team will be responsible for enforcing these rules. What you do in private is you business, what you do in public is our business. Please use discretion.

No firearms are allowed.

All live steal should be securely tied as to prevent easy removal from its scabbard.

Fighting (not game related) will not be tolerated.

Possession of illegal substances is not allowed.

Consumption of alcoholic beverages by minors is not allowed.

All Amtgard rules for events still apply.

Her Royal Majesty Queen Eclipse Blackfire
and Her Royal Highness Regent Ominique DeMorrays

Request your Presence at the

Kingdom of the Emerald Hills' Weapon Master & Dragon Master

Saturday September 8th at Midnight Sun

Sunday September 9th at Eagleshire

Registration each day is from 11:00 am to 12:30 pm (no exceptions!)

For Dragon Master information contact:

Regent Ominique Demorray at ominique@hotmail.com

For WeaponMaster information contact:

GMR Sir Rath at rath@midnightsun.org

Dragon Master Eligibility:

All items must be registered no later than 12:30 pm.

Items must not have been entered in a previous Emerald Hills Dragonmaster.

Limit three entries per category. Only your two best entries in any given category will count towards your overall score.

Dragon Master Categories:

Art: 2-D, 3-D, Photography.

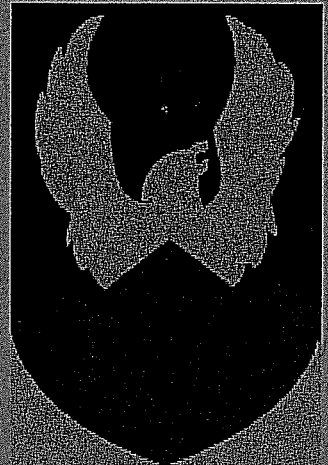
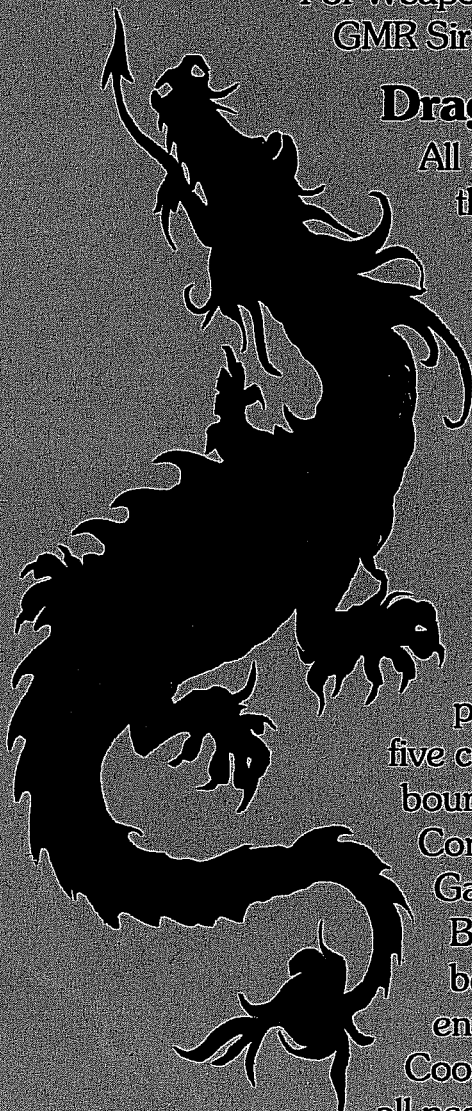
Writing: Factual, Fictional (including persona), Poetry and Publication. All writing entries (except publications) must be five pages or less and include five copies. they should also be typed and stapled or bound.

Construction: Passive, Active, Armor, Weapon, Shield.

Garb: Fighting, Court, Monster, Accessory, Jewlery.

Bardic: Singing, Oratory, Instrumental, Dance. Please be considerate with your usage of time in your bardic entries.

Cooking: Appetizer, Main Course, Dessert, Other. Bring all necessary serving utensils.



DIRECTIONS TO MIDNIGHT SUN FOR DRAGONMASTER / WEAPONSMaster

The competitions will be at the A-frame in Duck Creek Park, very near the regular meeting place for Midnight Sun.

- Go toward Midnight Sun as normal driving northward on Centerville Road.
- DO NOT** turn on O'Banion. Instead, keep going forward and turn Right onto Duck Creek Drive.
- Travel on Duck Creek until you see the A-frame on the right in the park. It will be between Wynn Joyce Rd. and Oates Rd.

**** Alternate directions not based on regular Midnight Sun site ****

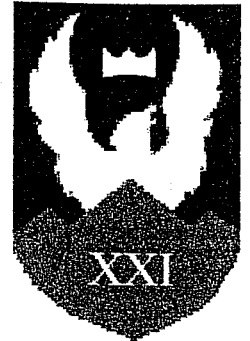
Exit Oates / Galloway from 635, turn left (NE) on Oates Rd.

Travel on Oates until you reach Duck Creek.

Turn left on Duck Creek and the A-frame will be on your left.



Emerald Hills 10th Anniversary Coronation XXI



June 12th ~ 14th, 1998

EH Kingdom's New Land
(Directions to site on other side)

Fee: \$10.00

Emerald Hills Populace,

I would like to welcome everyone to the Kingdom of the Emerald Hills Twenty-first Coronation. It will be a wonderful occasion where we will continue to celebrate our tenth year anniversary. This celebration marks an ending for this Kingdom. When I step down as King, I will mark the end of the first decade as a Kingdom; one where we all witnessed the Kingdom grow and change. It is our hope that many will come to bid farewell to our first decade together. This celebration also marks a beginning for this Kingdom. When Corbin steps up to become King, it will mark a new decade. It is our hope that everyone, old and new in our Kingdom, will come to welcome-in this second decade by attending this first event on our new event site. Be there when the name of the site will be announced for the first time!

If you plan on arriving on Friday, we ask that you bring shovels, rakes, axes, etc. to help clear your campsite and help develop the event site. We'll be using this site for quite sometime to come, and any help you give will be appreciated.

Saturday, we will have an **"Old Garb and WORKING Retired Weapons" Tourney**. Dig out all the unused items of Amtgard-past that only take up space, and bring them to enter the tournament! All the garb and weapons gained from the tourney will be donated to the newby-stash at all our parks. Along with helping a great cause, you will get a chance to fight, and win the grand prize of \$20! (Gas money to get back home for some)

Saturday night, the stage is set, and the feast is being readied, but we are still looking for grills and tables. If you have any that we can use for court and feast, please call me at metro (817) 226-2325 (greg.goodwin@chrysalis.org).

I'm looking forward to a good, fun event with much merriment! Hope to see all of you there!

King Goodwyn Clu Da'Bard, Emerald Hills

FEAST

Feast will be hosted by Sirrakhis

Vegetarian Feast hosted by Shaylen & Kodiak

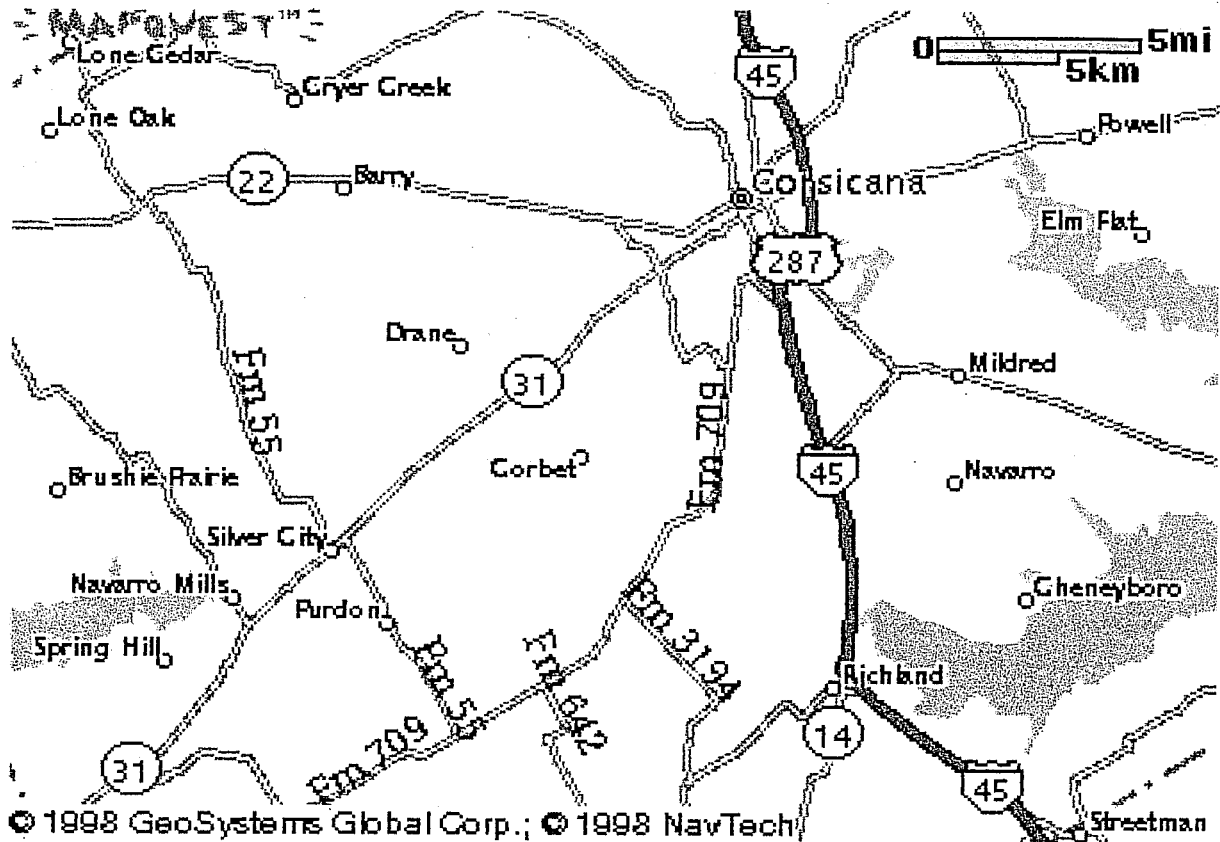
EVENTS

Althing

*"Old Garb and WORKING Retired Weapons"
Tourney*

Remember to bring lots of Water

Directions to the Land



From Dallas

1. Take I-45 SOUTH, 55 miles to Corsicana.
2. Exit 31W, take a RIGHT (WEST) onto 31W.
3. Take 31W WEST, 15 miles to Silver City.
4. Once you pass the Hwy 55 intersection, locate FM 3050 on your RIGHT.
5. RIGHT on FM 3050, drive 1/2 mile.
6. FM 3050 becomes into FM 3060, drive another 1/2 mile until FM 3040.
7. RIGHT on FM 3040, drive 1/2 mile.
8. The Land is will be on your LEFT. Look for signs of life.

From Waco

1. Take 31W EAST to FM 3050 near Silver City.
2. Take a LEFT onto FM 3050, drive 1/2 miles. (If you hit Hwy 55, you've gone too far!)
3. FM 3050 becomes FM 3060, drive another 1/2 mile until FM 3040.
4. RIGHT on FM 3040, drive 1/2 mile.
5. The Land is will be on your LEFT.

For Directions from a location other than Dallas area or Waco, contact Shaylen at: Shaylen@onramp.net

Remember to bring lots of Water

Kingdom of the Emerald Hills

Dragonmaster IV

SATURDAY, MARCH 13TH, 1999

IRONCLOUD

Cultural Entries Eligibility: Items must not have been entered in a previous EH Dragonmaster or placed 1st, 2nd or 3rd in an EH Crown Quals. Joint entries & group entries will be accepted. Group entries from more than 3 people will not count towards an individual's overall score. **Regular registration** is from 11:00 AM to 12:00 PM and judging will begin at 1:00 PM. Please have ALL entries registered by 12:00 PM. Exceptions are negotiable, but don't press your luck.

Early Registration: Begins immediately and ends Thursday, March 11th. This will help ease the registration process on Saturday and ensure that judging begins promptly. If you register early, then your entries are not due at the park until 1:00 PM - this will especially help with the Cooking categories. Early registration will be accepted at **P.O. Box 741943, Dallas, TX 75374-1943**, or attached to an email to **shaylen@onramp.net** or sent to **ICQ# 2632633**. Early registration should include the entrant's name, phone number and/or email address, the category of each entry, and a description of each entry. Writing entries may be submitted along with early registration through the same means.

Special Circumstances: If you are a member of one of our satellite (non-metroplex) parks, and/or you are unable to attend, but would like to enter - I am willing to work with you. Instructions for sending Writing entries are listed below and I am willing to accept video taped entries for the Bardic categories, but they must be first takes - please keep honest. If you have any other ideas on how to send entries for other categories, please let me know.

I. Cooking: Due to the delicate nature of cooking entries, this category will be judged promptly at 1:00 PM. Entries will be judged on taste, texture, appetizing presentation, and difficulty. There will be 5 judges and entrants will need to provide enough of each entry for all of them to taste. Be prepared to have a way to maintain your own dish until it can be judged (hot/cold). Bring plates, cups, and utensils if they will be needed to judge your entry.

1. **Appetizer:** A dish intended to be served as an appetizer.
2. **Main Course:** A dish intended to be served as a main course.
3. **Dessert:** A dish intended to be served as a dessert.
4. **Vintners:** A drink that was brewed or fermented.
5. **Other:** A dish or drink that does not fit into another category.

II. Writing: Entries will be judged, where applicable, on form, content, grammar, spelling, and usefulness to the body of Amtgard knowledge. With the exception of publications, **please try to limit these entries to 5 pages or less**. Publication entries only require one copy. It would be GREATLY appreciated if written entries were submitted in advance as per early registration. (I will be responsible for making sufficient copies if they are snail-mailed in advance - received by Thursday, March 11th). Any entries not sent in advance will be due by 12:00 PM on Saturday, and will **require 5 copies total**.

1. **Factual:** Writing that presents factual information such as a process, event, or research of some kind. Examples would be weapon-making instructions, a recounting of an Amtgard event, or a history of the Mongols. When presenting researched information, it is a good idea to cite references and give credit.
2. **Fictional:** Writing that is not intended to be factual such as persona histories and stories.
3. **Poetry:** Poetic verse.
4. **Publications:** Published works such as newsletters, books, collections of articles, etc. These entries are judged on the editorial content only such as presentation, suitability of the collection, format, etc. It is not necessary that the entrant have written every article. However, articles should never be published without the author's consent and credit should be given. Any work not done by the entrant should be noted.

III. Bardic: Entries will be judged on difficulty and entertainment value.

1. **Singing:** A vocal presentation with some expectation of rhythm and pitch.
2. **Oratory:** A vocal presentation with no expectation of rhythm or pitch - i.e. storytelling, jokes and theatrical pieces.
3. **Instrumental:** A musical presentation performed on an instrument with some expectation of rhythm and pitch.
4. **Dance:** A presentation of bodily movement with some expectation of rhythm.

IV. Art: Entries will be judged on artistic presentation and the difficulty of the medium.

1. **2-D:** Art that is two dimensional such as drawings, paintings, stained glass, computer graphics, etc.
2. **3-D:** Art intended to be viewed from at least 3 sides such as sculpture, painted miniatures, stuffed animals, carvings, glass blown objects, etc. People often enter things in this category that would do better in passive construction. 3-D art is judged primarily on artistic presentation; passive construction is judged primarily on construction. A stained glass box could go into either 3-D art or passive construction depending on what the entrant wanted the focus to be.
3. **Photography:** Art created by taking a picture. Digital images that are mostly photographic would also fit into this category.

V. Garb: Entries will be judged on durability, attractiveness, design, and difficulty.

1. **Fighting:** A major item of garb intended to be worn in battle such as tunics, pants, tabards, shirts, etc.
2. **Court:** A major item of garb not intended to be worn in battle such as dresses, doublets, cloaks, etc.
3. **Monster:** A major item of garb that would qualify as garb for a monster by the Amtgard rulebook.
4. **Accessory:** A minor item of garb such as hats, belts, shoes, bracers, etc. that would not fit into another category.
5. **Favor:** A garb-accessory intended to be worn on one's belt.
6. **Jewelry:** Garb accessory intended to be worn as jewelry such as crowns, coronets, necklaces, bracelets, rings, etc.

VI. Construction: Entries are judged on construction, presentation, difficulty and application to proposed function.

1. **Passive:** Something not intended to go onto the battlefield such as boxes, steel swords, decorative wooden weapons, stuffed animals, etc. This is a generic category for constructed items that would not fit into another category.
2. **Active:** Something intended to be used on the battlefield such as ballistas, bows, fighting wands, or throwing mugs. This is a generic category for things that would not fit into armor, weapon or shield construction yet still intended for rough battlefield use.
3. **Armor:** Something that would qualify as armor by rulebook standards in Amtgard such as padded armor, chain mail, brigantine, greaves, thigh plates, helmets (although they would not actually count), etc.
4. **Needlework:** Anything created or decorated by embroidery, cross stitch, needlepoint, crochet, knitting, etc.
5. **Weapon:** Something that would qualify as a weapon by rulebook standards in Amtgard play such as swords, spears, arrows, rocks, throwing daggers, madus, etc.
6. **Shield:** Something that would qualify as a shield by rulebook standards in Amtgard.
7. **Banner:** Something intended to be used as a banner and judged on construction and appearance.

VII. Rose: Anything made for the benefit of the club intended to be donated to the club. These are scored on their construction and design as well as their contribution to Amtgard.

Scoring System:

Ideally, the Dragonmaster will have diverse talents and score well. The object of this scoring system is to keep people from winning the cultural tournament by flooding one category or entering a lot of poor quality entries in order to increase their score. The Dragonmaster will be the person with the highest combined score from entries that meet the following requirements. Only the entrant's two best entries in any given category will count towards the overall score. And entries that achieve an average score lower than 2.5 will not count towards the entrant's overall score.

Bonus: Entries that place first in a category will receive 0.5 bonus points added to their score.

Example: Squire Darksomething enters 7 things in 4 different categories. Average score from the 5 judges:

Category:	Score:	Points towards total:	Bonus:	Total Points:
Weapon Construction #1	3.8	1.3 counts towards total		1.3
Weapon Construction #2	3.3	0.8 counts towards total		0.8
Garb Accessory	3.0	0.5 counts towards total		0.5
Shield Construction	1.5	Lower than 2.5 is discarded		0.0
2-D Art #1	4.0	1.5 counts towards total		1.5
2-D Art #2	4.1	1.6 counts towards total	0.5 pts. (1 st Place)	2.1
2-D Art #3	3.6	3rd score in category discarded		0.0
Total:				6.2

Contact For Additional Information:

Dragonmaster: Shaylen at shaylen@onramp.net / legern@toysrus.com / ICQ# 2632633 / 214.369.0414

Weaponmaster: Rath at davcantor@aol.com

Kingdom Address: Emerald Hills P.O. Box 741943, Dallas, TX 75374-1943

**Allthings
Sunday ~ Eagleshire**

Kingdom of Emerald Hills

Crown Quals XXIV

Saturday, November 13th at Ironcloud, Dallas

Sunday, November 14th at Eagleshire, Denton

Cultural Events: (30 categories)

- ❖ **Art:** 2-D, 3-D & Photography
- ❖ **Writing:** Factual, Fictional, Poetry & Publications
- ❖ **Construction:** Passive, Active, Armor, Needlework, Weapon, Shield & Banner
- ❖ **Garb:** Fighting, Court, Monster, Accessory, Favor & Jewelry
- ❖ **Bardic:** Singing, Oratory, Instrumental & Dance
- ❖ **Cooking:** Appetizer, Main Course, Dessert, Vintner & Other
- ❖ **Rose:** Must be a contribution to the Organization.

Cultural Pre-Registration: <http://www.amtgard-eh.com/library/CQpre-reg.html>

(Questions regarding Culturals should be sent to Shaylen at shaylen@onramp.net or 214.369.0414)

Cultural Entries Eligibility:

1. Deadline for Registration is 12:00 p.m. each day. No exceptions.
2. Items must not have been entered in a previous Emerald Hills Crown Quals.
3. Limit 3 entries per category. Only your two best entries in any given category will count towards your "overall" score.
4. All Written entries (except Publications) must be 5 pages or less, and **include 5 copies**. They should also be typed and stapled.
5. Bring all necessary serving utensils for Cooking entries.

War Events: (Tentative)

- ❖ Single Sword
- ❖ Sword and Shield
- ❖ Sword and Madu
- ❖ Sword and Dagger
- ❖ Single Dagger
- ❖ Florentine
- ❖ Polearm
- ❖ Open Class
- ❖ Dagger Toss
- ❖ Javelin Toss
- ❖ Archery
- ❖ 2-Man Teams
- ❖ 3-Man Teams
- ❖ Weapon Scramble

(Questions regarding War Events should be sent to Sir Tuneat at GRCoomes@aol.com)

Qualification Requirements for Kingdom Elected Positions:

1. Letters of Intent must be turned in to Kingdom PM, Sir Nevron by Sunday, November 21st. They may be in the form of a handwritten letter or e-mail to nevron@slowlink.net
2. Must enter 10 War Events.
3. Must enter 10 Cultural Categories and achieve an average score of 3.0 for those entries.
4. Entrant must have done at least 90% of work on each Cultural entry.
5. Must score 75% or better on a combined Reeves/Corpora test. Contact Rath, GM Reeves, for any additional information at Rath@MidnightSun.org
6. Must have been a resident of the Emerald Hills for the past six (6) months.

Online Crown Quals Information: <http://www.amtgard-eh.com/library/qualscqxxiv.html>

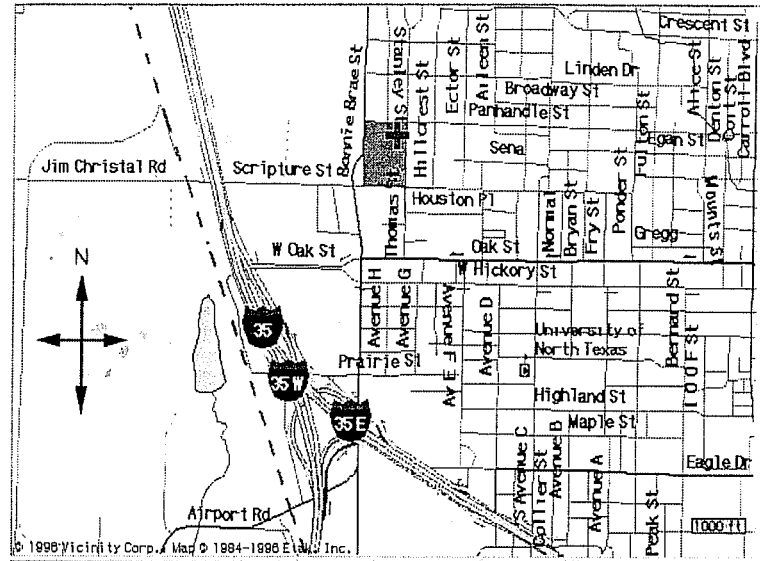
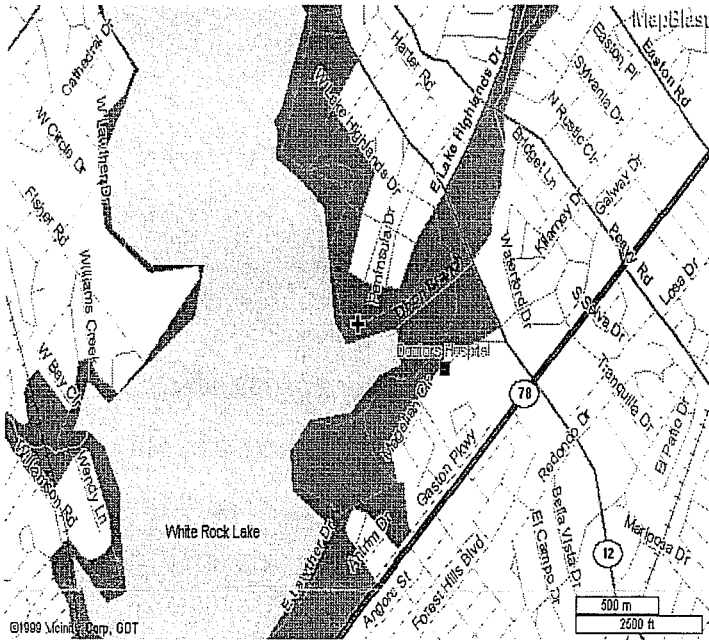
Directions to Crown Quads XXIV

Saturday - Ironcloud:

1. Take Hwy. 75 to Northwest Hwy. Go EAST on N.W. Hwy.
2. Take N.W. Hwy. to Buckner. Turn RIGHT on Buckner.
3. Take Buckner to East Lake Highlands. Turn RIGHT.
4. Take the very next LEFT, followed by the very next RIGHT.
5. We meet near the pavilion on the LEFT.

Sunday - Eagleshire:

1. Get to I-35 EAST in Denton (North of the I-35 split)
2. EXIT Bonnie Brae.
3. Take a RIGHT on Bonnie Brae.
4. Take a RIGHT on Scripture.
5. Take a LEFT on Thomas.
6. You will see the park on your LEFT ~ We meet at the Pavilion.



Got Dues?

**** Allthing ** Allthing ** Allthing ****

Sunday, November 14th ~ 4:00 p.m. ~ Duchy of Eagleshire

Discussion of Pertinent Issues

Elections

Elections will be held at every Kingdom park the weekend of Saturday, November 27th & Sunday, November 28th. Voting will be open to members who are Dues Paid by Sunday, November 21st. Please see your park or Kingdom PM to become dues paid. Dues are \$5.00 for six (6) months.

Coronation XXIV

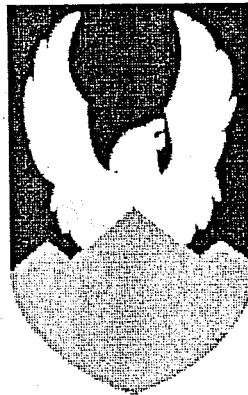
Emerald Hills Coronation XXIV will be Friday, Saturday & Sunday, December 10th, 11th & 12th at Tanglewood Forest. More information and schedule of events forthcoming.

Layout by Shaylen 11/99

His Royal Majesty King Bone Efide Phule and
Her Royal Highness Regent Stormie Of
The Kingdom of the Emerald Hills Present,
Weapon Master
Dragon Master

Saturday September 7th
at The Shire of Cuiviedor
Amarth, Arlington Texas

Sunday September 8th
at The Shire of Mistrial
Moors, Norman Oklahoma



For Dragon Master
information contact:
Regent Stormie at
stormie@corsairs.org

Registration each day is
from 11:00 am to 1:00 pm
(no exceptions!)

Dragon Master Eligibility:

All items must be registered no later than 1:00 pm.

Items must not have been entered in a previous Emerald Hills Dragonmaster.
Limit three entries per category. Only your two best entries in any given category will
count towards your overall score.

Dragon Master Categories:

Writing: Factual, Fictional (including persona), Poetry and Publication. All writing
entries (except publications) must be five pages or less and include five copies. They
should also be typed and stapled or bound.

Construction: Passive, Active, Armor, Weapon and Shield.

Garb: Fighting, Court, Monster, Accessory and Jewelry.

Bardic: Singing, Oratory, Instrumental
and Dance. Please be considerate with
your usage of time in your bardic entries.

Cooking: Appetizer, Main Course, Dessert
and Other. Bring all necessary serving utensils for
cooking entries and enough servings for five judges.

Art: 2-D, 3-D and Photography.

Rose: Must be a contribution to the Organization.



His Royal Majesty King Bone Efide Phule and
Her Royal Highness Regent Stormie Of
The Kingdom of the Emerald Hills Present,
Weapon Master
Dragon Master

Saturday September 7th at
The Shire of Cuiviedor
Amarth, Arlington Texas

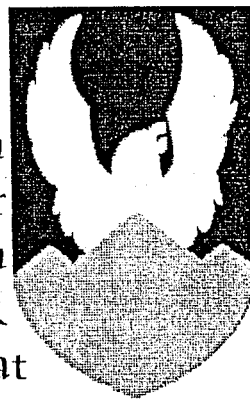
Sunday September 8th
at The Shire of Mistrial
Moors, Norman Oklahoma



For Weapon
Master
information

contact: GMR

Sir Nevron at
sir_nevron@juno.com



First fight begins at 1:30.

Once a fighting category has
started, no late entries will be
accepted.

All categories are duels except
dagger toss and archery.

Duels will be single elimina-
tion.

Scores for placing will be 3
points for first, 2 points for
second and 1 point for third.

Archery

Dagger Toss

Single Short Sword (3' & less)

Single Long sword (3' - 4')

Florentine Short Sword

Short Sword and Shield

Short Sword and Madu

Short sword and Dagger

Polearm & Dagger (slash and
poke)

Off hand Short Sword & Shield

Open class (all size and
shapes)

Weapon Scramble

Kingdom of the Emerald Hills

Crown Qualifications XXVIII

SAT. & SUN., NOVEMBER 17TH & 18TH, 2001.
IRONCLOUD & MOURNINGWOOD GLEN

Cultural Entries Eligibility: Items must not have been entered in a previous EH Crown Qualifications. Joint entries & group entries will be accepted. Group entries from more than 3 people will not count towards an individual's overall score. **Regular Registration** is from 11:30 AM to 12:30 PM and judging will begin soon after 12:30, but no later than 1:30PM. Please have ALL entries registered by 12:30 PM. Exceptions are negotiable, but don't press your luck.

1. Deadline to register (each day) is 12:30 PM
2. Items must not have been entered in a previous Emerald Hills Crown Quals.
3. Limit 3 entries per category. Only your best entries in any given category will count towards your "overall" score.
- *[1] **Cooking entries:** Bring all necessary serving utensils for Cooking entries.
- *[2] **Written entries:** All entries (except Publications) must be 5 pages or less, include 5 copies, be typed & stabled/bound.
- *[3] **Bardic entries:** Please be considerate with the usage of your time.

I. Cooking: *[1] Due to the delicate nature of cooking entries, this category will be judged first.

Entries will be judged on taste, texture, appetizing presentation, and difficulty. There will be 5 judges and entrants will need to provide enough of each entry for all of them to taste. Be prepared to have a way to maintain your own dish until it can be judged (hot/cold). Bring plates, cups, and utensils if they will be need to judge your entry.

1. **Appetizer:** A dish intended to be served as an appetizer.
2. **Main Course:** A dish intended to be served as a main course.
3. **Dessert:** A dish intended to be served as a dessert.
4. **Other:** A dish or drink that does not fit into another category.
5. **Vintners:** A drink that was brewed or fermented. Mixed drinks are not considered brewed or fermented.

II. Writing: *[2] Entries will be judged, where applicable, on form, content, grammar, spelling, and usefulness to the body of Amtgard knowledge. With the exception of publication, please try to limit these entries to 5 pages or less. Publication entries only require one copy. All entries require 5 copies total (except publications).

1. **Factual:** Writing that presents factual information such as a process, even, or research of some kind. Examples would be weapon-making instructions, a recounting of an Amtgard event, or a history of the Mongols. When presenting researched information, it is a good idea to cite references and give credit.
2. **Fictional:** Writing that is not intended to be factual such as persona histories and stories.
3. **Poetry:** Poetic verse.
4. **Publications:** Published works such as newsletters, books, collections of articles, etc. These entries are judged on the editorial content only such as presentation, suitability of the collection, format, etc. It is not necessary that the entrant have written every article. However, articles should never be published without the author's consent and credit should be given. Any work not done by the entrant should be noted.

III. Bardic: *[3] Entries will be judged on difficulty and entertainment value.

1. **Singing:** A vocal presentation with some expectation of rhythm and pitch.
2. **Oratory:** A vocal presentation with no expectation of rhythm or pitch- i.e. storytelling, jokes and theatrical pieces.
3. **Instrumental:** A musical presentation performed on an instrument with some expectation of rhythm and pitch.
4. **Dance:** A presentation of bodily movement with some expectation of rhythm.

IV. Art: Entries will be judged on artistic presentation and the difficulty of the medium.

1. **2-D:** Art intended to be viewed from only one side as drawings, paintings, stained glass, relief carving, computer graphics, etc.
2. **3-D:** Art intended to be viewed from at least 3 sides such as sculpture, painted miniatures, stuffed animals, glass blown objects, etc. *People often enter things in this category that would do better in passive construction. 3-D art is judged primarily on artistic presentation; passive construction is judged primarily on construction. a stained glass box could go into either 3-D art or passive construction depending on what the entrant wanted to focus to be.*
3. **Photography:** Art created by taking a picture. Digital images that are mostly photographic would also fit into this category.

V. Garb: Entries will be judged on durability, attractiveness, design, and difficulty.

1. **Fighting:** A major item of garb intended to be worn in battle such as tunics, pants, tabards, shirts, etc.
2. **Court:** A major item of garb not intended to be worn in battle such as dresses, doublets, cloaks, etc.
3. **Monster:** A major item of garb that would qualify as garb for a monster in the Amtgard rulebook.
4. **Accessory:** A minor item of garb such as hats, belts, shoes, bracer, etc. that would not fit into another category.
5. **Favor:** A garb accessory intended to be worn on one's belt.
6. **Jewelry:** A garb accessory intended to be worn as jewelry, such as crowns, coronets, necklaces, bracelets, rings, etc.

VI. Construction: Entries are judged on construction, presentation, difficulty and application to proposed function.

1. **Passive:** Something not intended to go onto the battlefield such as boxes, steel sword, decorative wooden weapons, stuffed animals, etc. *This is a generic category for constructed items that would not fit into another category.*
2. **Active:** Something intended to be used on the battlefield such as ballistas, bows, fighting wands, or throwing mugs. *This is a generic category for things that would not fit into armor, weapon, or shield construction yet still intended for rough battlefield use.*
3. **Armor:** Something that would qualify as armor by rulebook standards in Amtgard such as padded armor, chainmail, brigantine, greaves, thigh plates, helmets (although they would not actually count), etc.
5. **Weapon:** Something that would qualify as a weapon by rulebook standards in Amtgard play such as sword, spears, arrows, rocks, throwing daggers, madus, etc.
6. **Shield:** Something that would qualify as shield by rulebook standards in Amtgard.
7. **Banner:** Something intended to be used as a banner and judged on construction and appearance.

VII. Rose: Anything made for the benefit of the club intended to be donated to the club. These are scored on their construction and design as well as their contribution to Amtgard.

Scoring System:

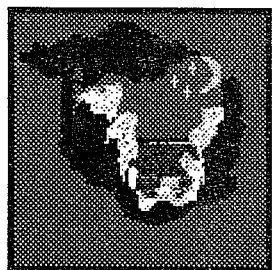
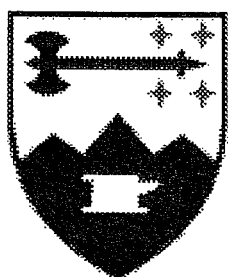
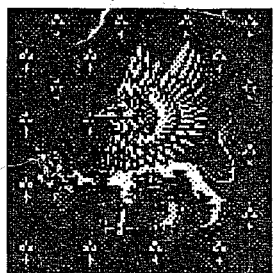
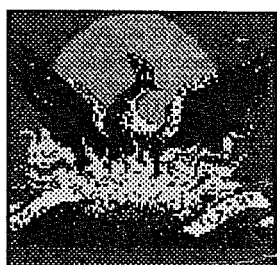
Ideally, the competitors will have diverse talents and score well. The object of this scoring system is to keep people from winning the cultural tournament by flooding one category or entering a lot of poor quality entries in order to increase their score. Cultural winner will be the person with the highest combined score from entries that meet the following requirements. **Only the entrant's two best entries in any given category will count towards the overall score.** And entries that achieve an average score lower than 2.5 will not count towards the entrant's overall score.

Bonus: Entries that place first in a category will receive 0.5 bonus points added to their score.

Any questions should be sent to Regent Ominique DeMurray at ominique@hotmail.com

Olympiad IX

Hear ye, hear ye!
Come one, come all
to Amtgard's ninth annual
gathering of champions!



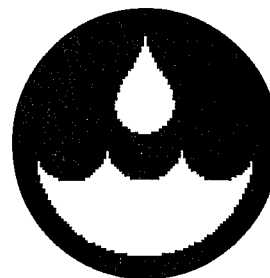
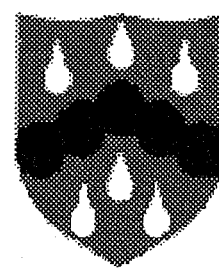
Olympiad IX

Hosted by the Kingdom of the Emerald Hills

October 22, 23, 24 1999
Creek Harbor Campgrounds



Minstrels and warriors,
artisans and smiths,
test your prowess
against the best
of the ~~Ten~~ Kingdoms!
Eleven



Cultural Events & Rules:

Cultural Entries Eligibility: Items must not have been entered in a previous Olympiad. Joint entries will be accepted. Group entries larger than 3 people will not count towards an individual's overall score. Judging will be completed before court on Saturday. Early registration for cultural entries will start Friday night at 6:00 PM and close at 9:00 PM, open again Saturday morning at 9:00 AM and close completely at 10:00 AM. You may pick up your entries after all of the judging is completed.

Categories:

I. Cooking: Due to the delicate nature of cooking entries, this category will be judged first. Entries will be judged on taste, texture, appetizing presentation, and difficulty. There will be 10 judges and entrants will need to provide enough of each entry for all of them to taste. Be prepared to have a way to maintain your own dish until it can be judged (hot/cold). Bring plates, cups, and utensils if they will be needed to judge your entry.

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II. Writing: Entries will be judged, where applicable, on form, content, grammar, spelling, and usefulness to the body of Amtgard knowledge. With the exception of publications, please try to limit these entries to 5 pages or less. Entries will require 10 copies total.

1. Factual: Writing that presents factual information such as a process, event, or research of some kind. Examples would be weapon-making instructions, a recounting of an Amtgard event, or a history of the Mongols. When presenting researched information, it is a good idea to cite references and give credit.
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1. 2-D: Art that is two dimensional such as drawings, paintings, stained glass, computer graphics, etc.
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2. Active: Something intended to be used on the battlefield such as ballistas, bows, fighting wands, or throwing mugs. This is a generic category for things that would not fit into armor, weapon or shield construction yet still intended for rough battlefield use.
3. Armor: Something that would qualify as armor by rulebook standards in Amtgard such as padded armor, chain mail, brigantine, greaves, thigh plates, helmets (although they would not actually count), etc.
4. Needlework: Anything created or decorated by embroidery, cross stitch, needlepoint, crochet, knitting, etc.
5. Weapon: Something that would qualify as a weapon by rulebook standards in Amtgard play such as swords, spears, arrows, rocks, throwing daggers, madus, etc.
6. Shield: Something that would qualify as a shield by rulebook standards in Amtgard.
7. Banner: Something intended to be used as a banner and judged on construction and appearance.

Scoring System:

Ideally, the Cultural Olympian will have diverse talents and score well. The object of this scoring system is to keep people from winning the cultural tournament by flooding one category or entering a lot of poor quality entries in order to increase their score. The Cultural Olympian will be the person with the highest combined score from entries that meet the following requirements. Only the entrant's two best entries in any given category will count towards the overall score. And entries that achieve an average score lower than 2.5 will not count towards the entrant's overall score.

Bonus: Entries that place first in a category will receive 0.5 bonus points added to their score.

Example: Squire Darksomething enters 7 things in 4 different categories ("Score" is average score from the 5 judges):

Categories	Score	Points toward total	Bonus	Total points
Weapon Construction-#1	3.8	1.3 counts towards total		1.3
Weapon Construction-#2	3.3	0.8 counts towards total		0.8
Garb Accessory	3.0	0.5 counts towards total		0.5
Shield Construction	1.5	Lower than 2.5 is discarded		0.0
2-D Art-#1	4.0	1.5 counts towards total		1.5
2-D Art-#2	4.1	1.6 counts towards total	0.5 pts. (1st Place)	2.1
2-D Art-#3	3.6	3rd score in category discarded		0.0
				Total: 6.2

Warskill Events & Rules:

Single Sword (Any)
Flail & Shield (Any)
Short Florentine (Less than 3 ft.)
Pole & Dagger
Sword & Shield
Thrown Daggers
Open
Offhand Sword & Shield

Warskill Eligibility:

All events are competitive. Opponents will be seeded by random draw. All matches are single elimination. All weapons and shields will be supplied for the contestants.

Shot In Motion: Contestants may accept any shot they wish. The reeves will be the final authority in the event of a dispute. Reeves' decisions are final. Unsportsmanlike conduct and arguing with Reeves are grounds for ejection from the tourney. Ejected individuals are **not** eligible for further warskill events. Events will be held in the order they are listed.

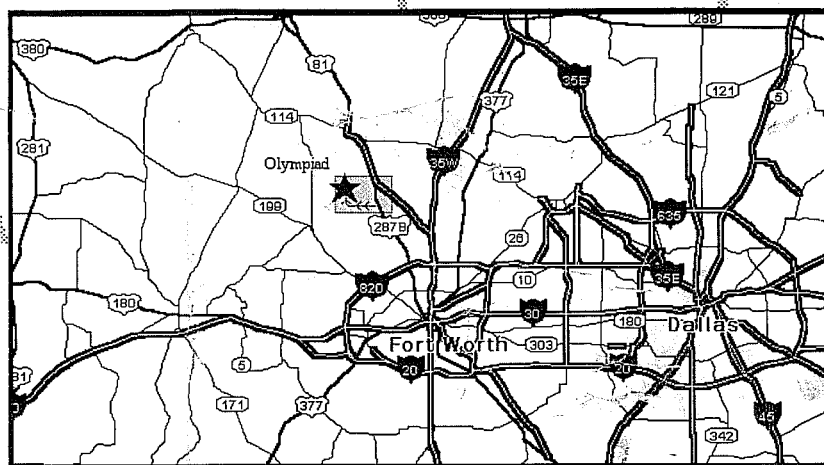
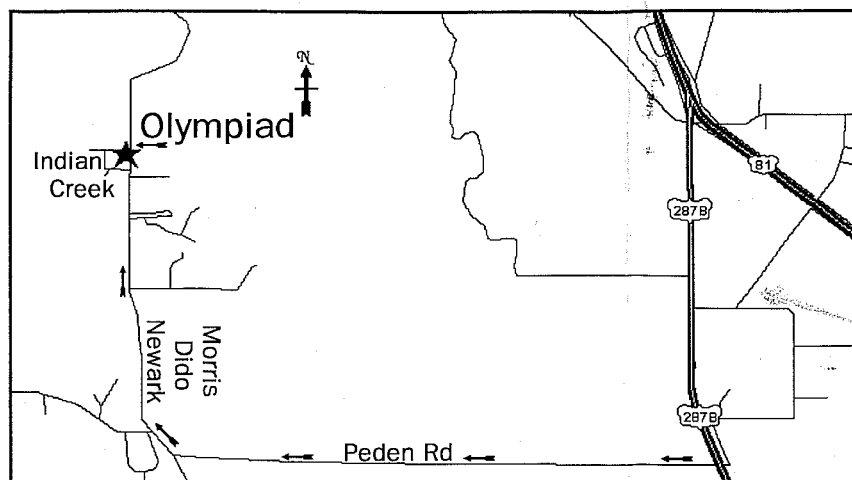
Schedule:

Friday:

12 pm Site opens
6 pm Early registration for Cultural competition
7 pm Warm-Up Bardic (Practice for competition)
9 pm Close of early registration for Cultural competition

Saturday:

9 am Warskill competition sign-in begins (sign-ins will be accepted until the 1st match of that category)
Registration for Cultural competition opens
10 am All Cultural entries due.
Cultural registration closes.
Warskill competition begins
Cultural judging begins
1-2 pm Lunch (Reeves break)
2 pm Warskill competition resumes
7 pm Feast & Court



Directions

From I-20, West of D/FW:

I-20 splits into I-20 and I-30 - take I-30 east to I-820. Take I-820 north to Business 287 (287B). Follow Directions from 287B and 820, below.

From I-35W, South of D/FW:

(I-35W is the west fork of I-35 - it forks at Hillsboro.) Take I-35W north through Fort Worth to I-820. Take I-820 West to Business 287 (287B). Follow Directions from 287B and 820, below.

From I-45, South of D/FW:

Take I-20 west to I-35W. Take I-35W north through Fort Worth to I-820. Take I-820 west to Business 287 (287B). Follow Directions from 287B and 820, below.

From I-35W, North of D/FW:

(I-35W is the west fork of I-35 - it forks at Denton.) Take I-35W south to I-820. Take I-820 west to Business 287 (287B). Follow Directions from 287B and 820, below.

From D/FW International Airport:

Take south exit to HWY 183. Follow directions from Dallas, below.

From Love Field Airport:

Take Mockingbird Ln west to HWY 183. Follow directions from Dallas, below.

From Dallas:

Take I-30 or I-20 west to I-35W and I-35W to I-820, or take I-183 west to I-820. Take I-820 west to Business 287 (287B). Follow directions from 287B and 820, below.

From 287B and 820:

Take 287B north 7.5 miles to Peden Rd. Take Peden Rd west 3.6 miles to Morris Dido Newark Rd. Take Morris Dido Newark Rd north 2.0 miles to Indian Creek Rd. There will be a sign for Creek Harbor Fish Camp.

From HWY 81 or HWY 287, north of Dallas:

Take 81/287 south. It splits into 81 and Business 287 roughly 4 miles south of 114. Take Business 287 (287B) south to Peden Rd. Take Peden Rd west to Morris Dido Newark Rd. Take Morris Dido Newark Rd. north to Indian Creek Rd. There will be a sign for Creek Harbor Fish Camp.

For information contact:

Autocrat

Empress Shaylen

Shaylen@onramp.net

ICQ: 2632633/AIM: Shaylen MS

a.k.a Noelle Leger

7818 Idlewood Ln

Dallas, TX 75230

(214) 369-0414

Cultural Competition:

Regent Scytale

Scytale27@hotmail.com

a.k.a. Geoff Hurst

(972) 303-1404

Visit our website at:

<http://www.amtgard-eh.com/Olympiad.html>

Warskill Competition:

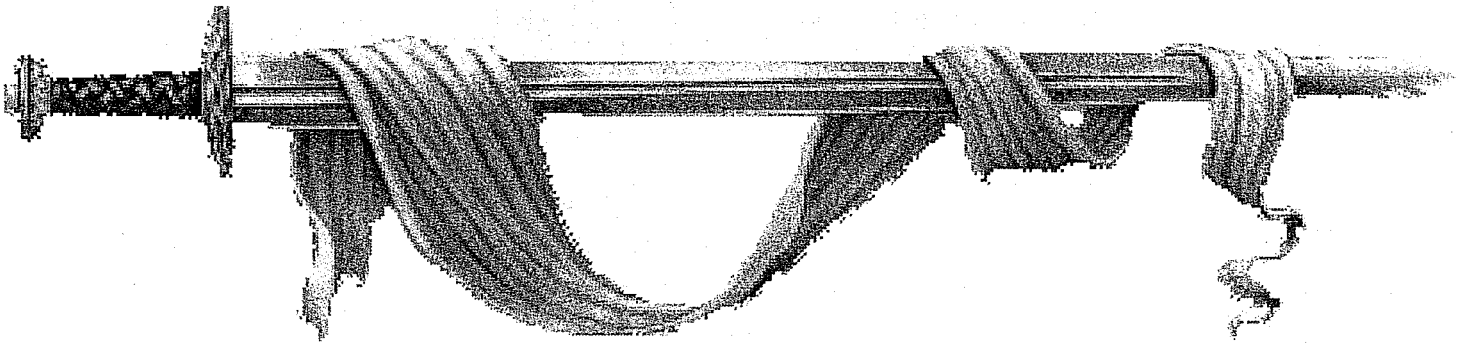
Rath, GM Reeves

Rath@midnightsun.org

a.k.a. David Beattie

(972) 671-5087

Bring your **B**anners.
Bring your **A**rrogance.
Bring your **D**eadliest.
Cause you're gonna need 'em!



Are you **BAD** enough for
World Banner Wars III?

Hosted by the Knights of the Emerald Hills
October 10 - 13th, 2002
Tanglewood Forest, Silver City, Texas

Champion shall hold the World Title, all banners and bragging rights!

Come take the Title, if you can, if you're **BAD** enough,
from last year's Winner, The Justicars.

Event fee is \$10.00 at the gate to include feast and all activities.

We've heard your talk, but talk is cheap.
Do you have what it takes to be the best of the best?
Then field a team and put your Banner up for grabs!

If you wanna be **IBAD**, you gotta know the rules

The Battle for the Banners will take place on Saturday at 2 p.m. sharp.
Kingdom, Company and Household teams must be ready
to defend their lives, their banners and their sacred honor.
This is a single elimination battlegame tournament so the final winner takes all.

Participation Rules

- ◆ Each team must have at least 10 and no more than 18 people.
- ◆ No more than one of any given spellcasting class per team.
- ◆ Each person may only play on one team.
- ◆ Each team must contribute two Reeves to assist when their team is not on the field.
- ◆ Each team must field at least one banner. Game Banners must be a minimum of 2 feet x 3 feet with a 3 inch pole pocket on at least one side. Additionally, Banners must clearly bear the insignia and name of the Team.
- ◆ Banners become permanent bragging trophies for the winner (so don't bring your \$200 banner to this fight).

Scenario Fighting Rules

- ◆ The Banner War is a one-life (last life) single elimination battlegame tournament. Only two teams compete at a time.
- ◆ Lives reset for each round.
- ◆ No mass spells (Sleep, Wind, Doomsday...).
- ◆ Banners won in early rounds can be lost in later rounds.
- ◆ No monsters (reincarnation, transform, lich...).

How you know if you're so **IBAD** you've won

- ◆ You hold the opposing team's banner for 7 minutes or the opposing team has no remaining lives.

Rules Rape

Check with Warcrat Sir Logan (Logan@Griffonss.com) before attempting your favorite rules rape (He can keep a secret, honest). We want the games to go as smoothly as possible. If you try something funny and don't check with the Warcrat beforehand, it's on your head. All EH (<http://www.amtgard-eh.com/library>) and IRCA (<http://groups.yahoo.com/group/IRCAList>) rulings will be in effect.

Tournaments

'cause bein' **WAB** in war just isn't enough

Should you, your Company or Household wish to host a tournament please contact Sir Infinity Nighthawk (infinity_nighthawk@hotmail.com). Tournaments can be serious, goofy or just plain fun. Every tournament must have an outline and some type of prize.

Craft Workshops

from people who're not so **WAB** at doin' stuff

Should you or your Company or Household wish to host a workshop please contact Sir Oreo (squireoreo@msn.com) with a proposal, and, no, that kind of proposal will get you nowhere, probably. These workshops should be free to the participants and should result in the participants having a craft item to take home.

Schedule of **WAB** ass events

Thursday

Noon Site Opens

Friday

7:00 pm Tournaments
11:00 pm Tournaments end
11:30 pm Anti-Bardic — bring your
least Amtgard related songs
and stories.

Saturday

10:00 am Tournaments
Craft Workshops
Noon Tournaments end
2:00 pm Banner War
5:00 pm Tournaments
Workshops close
6:00 pm Tournaments end
6:30 pm Feast and the Courtless Court
8:00 pm Craft Workshops
9:00 pm Tournaments
11:00 pm Tournaments end
Workshops close
11:30 pm Big **WAB** Bardi c

Sunday

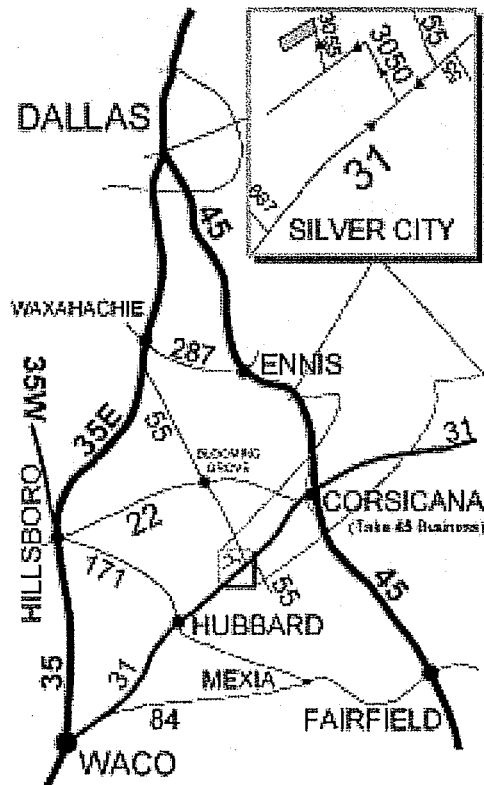
1:00 pm site closes,
You'll find alot of your hosts
and friends at the local
Golden Corral

The **WAB** News: Disclaimer

Schedule and rules still tentative as of press time. While the overall schedule and rules have been determined (i.e. we promise not to start on Wednesday), the autocrats reserve the right to change details to suit need, convenience and whim.

For definitive and timely information,
visit the World Banner Wars III website at
<http://www.worldbannerwars.com/>

If you're gonna be **IBAD** enough to show up, you better know how to get there.



From the Dallas area:

Take I45 South to I45 Corsicana Business Exit.

At Hwy 31, veer to the right of the I45 Business overpass and turn

Right on Hwy 31. Take Hwy 31 10 miles beyond Corsicana.

Right on FM 3050 (there will be orange signs at that intersection and 1 mile prior).

Take FM 3050 to first Right on FM 3055 (marked by an orange sign).

Continue until you see our friendly gate duty volunteers.

From the Austin Area:

Take I-35 North to Hwy. 31 in Waco

Take Hwy. 31 East to FM 3050.

Left onto FM 3050 (there will be orange signs at that intersection and 1 mile prior)

Then take the first Right on FM 3055 (marked by an orange sign).

Continue until you see our friendly gate duty volunteers.

(In general, if you're coming from somewhere other than Dallas or Austin, get to Dallas or Austin and then follow these directions. If you're having trouble finding Dallas or Austin, we suggest www.expdianmaps.com)

Tanglewood Forest Outdoor Recreation Facility features:

- ◆ 24 hour lighted trench field for your fighting pleasure.
- ◆ Large battlefield
- ◆ Merchant's Row (if you would like to sell wares, contact Sir Eclipse Blackfire eclipse@midnightsun.org)
- ◆ Ample parking
- ◆ Well cleared and maintained campsites
- ◆ Water available on site, just bring a container.
- ◆ Army Corps of Engineers park with public shower facilities only 5 miles away; \$3 or \$4 per car load.

For general information please contact event coordinator Sir Eclipse Blackfire at eclipse@midnightsun.org

To volunteer for gate duty please contact Sir Forest Evergreen at forest.evergreen@attbi.com

For information about or to volunteer for feast please contact Dame Selka Shadowcat at selka@perversus.net

For information about or to volunteer for security please contact Sir Tuneat Subeth at tuneat@corsairs.org

Or visit the Banner Wars website at <http://www.worldbannerwars.com/>

Credit List

(Members that have signed in since 8/13/1998)

Azreal

Barbarian 1, Bard 5, Scout 1, Warrior 6

Bereg Crosstic

Assassin 3, Bard 92, Monster 19, Scout 3, Warrior 36.25, Reeve 2

Cirrus

Assassin 23, Warrior 3

Deacon Silver

Warrior 1

Fallen Blackhawk

Barbarian 5, Healer 3, Monster 4, Scout 75, Warrior 34

Glynnis

Warrior 2

Griffin Stonewall

Warrior 9

Hawkeye Blackhawk

Archer 66, Barbarian 10, Bard 1, Healer 49, Monster 1, Warrior 32.75

Heavyfoot

Archer 6, Monk 30, Warrior 125

Hanzo Hattori

Assassin 27

Illya

Healer 24

Ivaar d'Besu

Monk 2, Monster 5, Warrior 77.5, Wizard 50, Reeve 3

Katherine McDonald

Warrior 1

Kayrana Lissa

Healer 5, Paladin 45

Kiran Stonewall

Archer 1, Healer 2, Scout 15, Warrior 5

Kyra Shadowwolf

Archer 17, Assassin 15, Bard 5, Druid 63, Monster 5, Warrior 8.75

Larissa Strome

Archer 25, Bard 8, Monster 4, Scout 69, Warrior 22.75, Reeve 13

Lilelynn

Healer 9, Warrior 2

Marcus des'Mond

Assassin 61, Barbarian 61, Monk 63, Monster 1, Scout 28, Warrior 24.5, Reeve 1

Mizzimere

Monk 74

Pharon Blackhawk

Archer 62, Barbarian 4, Healer 25, Scout 2, Warrior 21.25, Wizard 10

Rhiannon

Warrior 1

Sable Ravenheart

Assassin 67, Barbarian 42, Druid 35, Healer 14, Monk 9, Scout 1, Warrior 22.75

Sleet Gil-Shalos

Healer 87, Monster 11, Warrior 21, Wizard 21, Reeve 3

Stryder Grimfang

Scout 3, Warrior 3

Terarin

Anti-Paladin 72, Assassin 5, Druid 3, Healer 2, Monster 37, Paladin 1, Scout 267, Warrior 5, Wizard 15, Reeve 3

These records are up-to-date as of 10/11/1998. Any disputes should be brought to the attention of Larissa Strome immediately.



The Quill

High Principality Of The Borderlands

October, 1998

Words from the Prince

To All and Sundry,

What you are reading now should be a letter, a declaration, from a prince to his lands. Instead, I write this more to edify all of Amtgard rather than to simply boost morale in a troubled Principality. I have lived and served in the Emerald Hills now for over a year and a half. This region, yea, all of East Texas (the Emerald Hills, the Celestial Kingdom, and the Wetlands) is a troubled land. Patriotism to ones kingdom is only as important as joining forces to combat a mutual enemy. In the mean time, bickering over the little things we're playing in is a fashion. I will limit myself, however, to the Emerald Hills, a kingdom in which I have learned to love. The Borderlands were not Emerald Hills a year and a half ago. The Borderlands segregated themselves over petty politics, and the Emerald Hills ostracized them for the same. This

has been ridiculous. Over the past 18 months a lot has been done by a few Borderlanders, and fewer "Emerald Hillers" to integrate us into our kingdom. But our work is not done. The Emerald Hills is a house divided. Each park/group has it's own sense of patriotism, all claiming to be Emerald Hills, but are too quick to criticize and bicker with neighboring parks. A house divided against itself cannot stand. Right now we have an opportunity to join together. Tanglewood Forest is an incredible undertaking that could potentially unite the Emerald Hills in friendship, yet influential individuals in different parks would rather bicker and nurse their wounded egos than strengthen their kingdom. I wonder what personal goals they are trying to obtain by being super patriots to their shires or baronies or duchies or principality. No goal could be worth it if the kingdom does not stand together.



The Borderlands has suffered much from this kind of infighting. For the sake of my principality, and the sake of my kingdom, it must end.

Sir Terarin,
Prince of the Borderlands,
Kingdom of the Emerald Hills

A Request From The Prime Minister

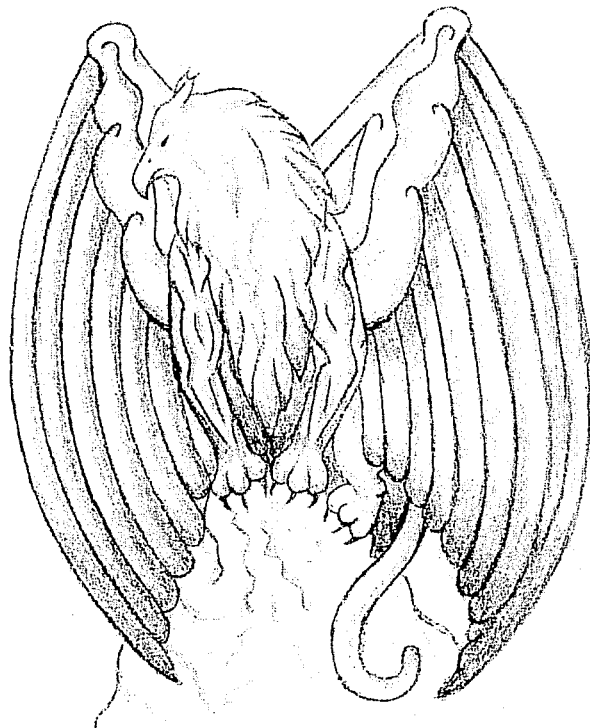
Hello all,

I'm the new PM, Lady Larissa Strome. I was given a pretty big (or small, depending upon how you look at it) mess from which to glean all of the information that most members of Amtgard seem to want to know. I've done the best I can do without help. Now I'm ask-

ing for your assistance. If you happen to have an old sign-in sheet or award list or perhaps you kept the awards that were given to you, I need to see them. I'd like to borrow these little morsels of information in order to make copies or to take note of. Please either bring them to the part or call me and we'll

make other arrangements (666-0459). Any info is welcome, no matter how torn or tattered the source.

Thanks,
Lady Larissa Strome
Prime Minister
the Borderlands



Emerald Hills Calendar of Events

October

- 24 – Rath Challenges the Mid-night Sun
- 25 – Borderlands Halloween Quest
- 31 – Ironcloud Monster Mash

November

- 7 – Wetlands Nighthunter/BL Coronation
- 14 – Dragonmaster/Weaponmaster
- 28 – Crown Quals

December

- 5 – EH Elections

- 12 – EH Coronation
- 19 – Claw Christmas Party

March

- 14 – Dragonmaster/Weaponmaster
- 21 – EH Midreign

May

- 22 – Crown Quals
- 29 – Elections

June

- 12 – EH Coronation

Look for a battle game scenario in this spot next month.
Please submit all entries for the scenario box to Larissa before November 8, 1998.

Crown Quals Literature Placers

We have been unable to locate the first place literature entry "I have no idea..." written by Aessic. The second place winner, a game manual compiled by Aessic has also not been found and it was too long to put into a newsletter. To the right you see the third place winner "Knighthood Coupon" created by Terarin, our prince.

Note: The Quill refuses to take flak for this coupon. All CK members with a beef can take them to Prince Terarin.



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†Offer ends due to the Year 2008 Clause, therein stating that by January 1, 2008 every man, woman, and child on the planet will be a CK® knight.

A History Of The Borderlands, Part One

(Ed. Note: This article was originally published in the first Borderlands newsletter, in 1994. It appears here as an introduction to the history of our group, and as the first of several articles which will bring the history of the Borderlands up to date.)

The shire that had begun its existence as the Borderland Keep, had become a barony. That much is true. During the reign (the first ever Borderland Keep reign) of Baron Falamar, and his consort, Boots Blackenhardt, enough people had joined the land to allow the ascent to a barony. And that's what it wanted. But it wanted more. It wanted to be a kingdom of it's own. Lands, like people, have a personality, including wants and desires, and the land which had come to be known as the Borderland Keep, wanted to be more.

Currently, it fell under the rule of the Kingdom of The Emerald Hills. As soon as a few more people joined the barony, they would be qualified to become a Duchy, and then soon after that, Kingdom would be within their grasps. The land prospered, hoping for that opportunity, praying that with the great surge of masses steadily integrating themselves within the confines of the keep, that their destiny would be fulfilled, and their chance to become a kingdom realized.

Baron Falamar joined Silvermane, a warrior of the land, as well as the prime minister, Arkon Myrstahd, to form a fighting company called the Starfire Circle, and some of their first members included d'Nalerom Dragonheart (a father figure to the land of the Borderlands), Lorac Three-Feathers (the mother to sit opposite d'Nalerom's father role), Tora Norcerous (Silvermane's wife), and Boots.

The kingdom prospered for a while, inviting in aspiring Archers, well-bred Warriors, Barbarians from faraway lands, Assassins who had been cast from their own lands, and mysterious Mages. After a time, however, as all things do, the good turned to evil, and light gave way to darkness. Rumors spread fervently around the kingdom, with a life all their own, twisting and turning like snakes in a savage jungle, and the seeds of treachery and deceit were sown. Allegations were made concerning Falamar's running of the barony and, within a short while, the Starfire Circle disbanded.

Soon before his reign ended, Baron Falamar stepped down from the throne, giving his reign to Boots Blackenhardt, and disappearing to a faraway land. Boots took over the running of the barony swiftly, as though this were all part of some well planned scheme, and once again minds in the land grew suspicious. She quickly chose as her consort Cedric, a Barbarian/Healer who had come down from the kingdom to join the barony. He was affiliated with a fighting company called Sable Pride, and he had some pull and influence in the kingdom, thus partially allaying some of the earlier fears of the people. It was soon discovered however that the mighty Barbarian was not much of a politician, and never cared to be. The land grew dark for a while, and the murmurs of dissent continued.

Around this time, there came to the land a dark warrior known as Draethen Silverlock. He brought with him, from whatever dark land he escaped, a mage named Brimstone, Malon, an assassin, an archer called Pharon, and another warrior known simply as Fallen. He formed a fighting company of his own called the Bloody Thorns, and they recruited only the most vile and treacherous names in the land, including Swaggart, a corrupt Healer, and one of the greatest warriors this land had ever produced, Ludwig. The reign of Boots and Cedric only lasted for a month, and the populace was allowed a vote to choose the new Baron. There was once again hope in the land, and a small light fell over the populace, allowing them to see the truth, that the leader of the barony should be one of the common people.

Boots Blackenhardt decided to run again but, being the Guildmaster of Assassins, she had made a few extra enemies and, consequently, she was not re-elected. Cedric, it was decided, made a better Barbarian than a politician, and was replaced as well. There was rumor that another Barbarian, Rook Worthington, would run for the barony, but these proved false rumors, and the election was held with only minor incident. The new Baron would be Silvermane, Gorgon Child of the Winter Wolves, a warrior who was born in the Borderlands, and his consort, Lorac Three-Feathers, the

Barbarian Queen and Guardian Mother of the Lands. (Two reigns, two Barbarian consorts, this is definitely not a normal land!) After the elections, Boots Blackenhardt left for the Emerald Hills, and her name is now spoken only in whispers on dark shadowy nights for fear that she may still be listening.

The first thing that Silvermane did as Baron, something that had not been done before, was to choose a court like that of the court in the Emerald Hills. He chose as the captain of the guard Darius Celesteel, a promising young archer. Bishop Worthington was chosen as the consorts defender, and his brother Rook was chosen as the court executioner. Bishop would seem a strange choice for defender, being the new guildmaster of assassins, but he could use his weight in the assassins guild to get wind of any assassination attempts long before they were put into effect. Rook, being a frost barbarian from the north, made a perfect executioner. Cedric, the now-deposed consort, was named champion of the realm, and Ludwig (next in line to become champion should an ill fate befall Cedric) was named as the sheriff, and a deputy of the kingdom.

Darius Celesteel then chose a worthy team from the populace to form the Crown Guard, which included (for some unknown reason) many members of the Bloody Thorn. Again the populace was happy, and prosperity seemed imminent. For a while things were well, as it were, but soon the treachery began again. Many rumors had it that Draethan Silverlock was con-

spiring to kill Baron Silvermane, and that his right hand man, Malon, would do the killing. When Draethan was later named court jester, it seemed that he had found a simple way to ingratiate himself with the court, and thus further his plans.

Soon after this, Arkon, the Prime Minister, held the guildmaster elections. For the archers it was ?. The assassins would be run by Bishop. Cedric would be the head of the barbarian guild. The healer guildmaster would be ?. The warriors would be led by Draethan (interesting choice). And

(Continued on page 4)

3/4/89: A joint Emerald Hills-Burning Lands army defeats Barad-Duin in the war for Hueco.

—*Tales From the Burning Lands, Vol 12*
No 2 (July 1994)

History (Continued from page 3)

the druid guildmaster would be Meiglan, whose husband, Rutree, would be the guildmaster in charge of the mage guild. Rook Worthington was chosen guildmaster of the reeves and monsters, two positions that go hand in hand.

Spryghte, a belly dancer who had recently moved to the keep established a House of Dancing, and the mage, Rutree, opened a House of Magicks. The land prospered, and as it did, more people moved in and settled the land. The Barony extended it's borders, overshadowing its former lands, and moved farther down the river it bordered to a larger more prosperous (and more dangerous!) dwelling. No sooner did Baron Silvermane invite the court from the Duchy of the Midnight Sun than the troubles began, and began quickly.

At the feast, which was attended by Nevron and Lady Selka, the new Queen of Emerald Hills, a band of orcs came down out of the mountains. Using a powerful magic item they stole from a dead mage, they put the barony into a deep sleep, and kidnapped several important members of both the Midnight Sun's and the Borderland Keep's courts.

They kidnapped Thanatos, ruler of the Duchy of the Midnight Sun (or so we thought — he later turned out to be a cleverly disguised Ogre-Magi, and the real Thanatos was left in his own land, wondering what happened to his court!). They captured Lorac, the consort of the Borderland Keep, and several other key members of both courts.

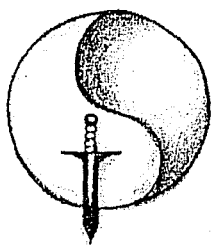
Soon after the barony awoke from its magical sleep, several parties went off in search of the orcs and their victims. The ogre-magi, using wisdom that is far beyond orc comprehension, left before he could be slaughtered by the powerful warriors and mages that had come in search of them. The orcs were plentiful, but with Ludwig, Nevron, Reinholt (another great warrior now residing in the barony), Brimstone, and many others, they were slaughtered without mercy. The captives were returned, and the feast was continued as planned.

It has been somewhat quiet since then, with a few exceptions. Asp, a known assassin and slave-owner, was given as a gift to his own slaves by the baron. Swaggart, the resident healer, has forsaken the barony to become a pirate on the high seas (he was given a hearty send-off, mostly with swords and clubs). And now the Baron is planning a trip to Clan, a

meeting of all kingdoms, duchies, baronies and shires, which is a somewhat good distance from here (many leagues, I am told). Other than that, all is quiet here. The land rests, but it won't rest long. It still has aspirations, hopes, dreams, and like the people it sometimes resembles, and the lives it somewhat parallels, it will begin working again, sometimes good, often-times selfishly, and it will fulfill its own destiny. Until then, all I can do is report and that, faithful reader, is what I intend to do.

Your Servant,
Rook,
The Barbarian Scribe
(Figure that out!)

(Ed. Note: The manuscript from which this was transcribed was severely water-damaged, and some editing and spell-checking was performed during the process.)



Guildmaster Listing

As of August 1998, the class guildmasters are:

Anti-Paladin.....	Terarin
Archer.....	Larissa
Assassin.....	Gecko
Barbarian.....	Sylvanista
Bard.....	Larissa
Druid.....	Zarathos
Healer.....	Hawkeye
Monk.....	Mizzimere
Monster.....	Sleet
Paladin.....	Kayrana
Reeve.....	Ivaar
Scout.....	Kiran
Warrior.....	Hawkeye
Wizard.....	Ivaar

Credits

This issue of The Quill was brought to you by the letter J and the number 5.

The following people also contributed:

Larissa Strome and Ivaar d'Besu performed layout, typesetting, and editing. Sable Ravenheart provided all of the artwork.

Terarin (Prince Terarin, that is) provided comments and his own letter on the front page.

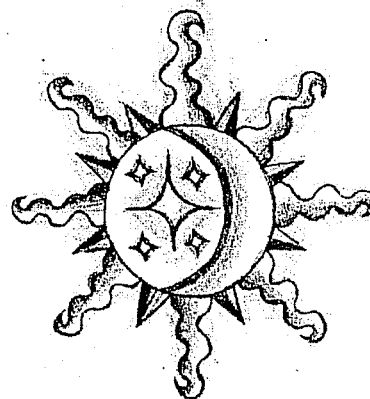
Rook Worthington wrote the original history of the Borderlands, which was included here.

Dolfia duMer compiled the list of class guildmasters.

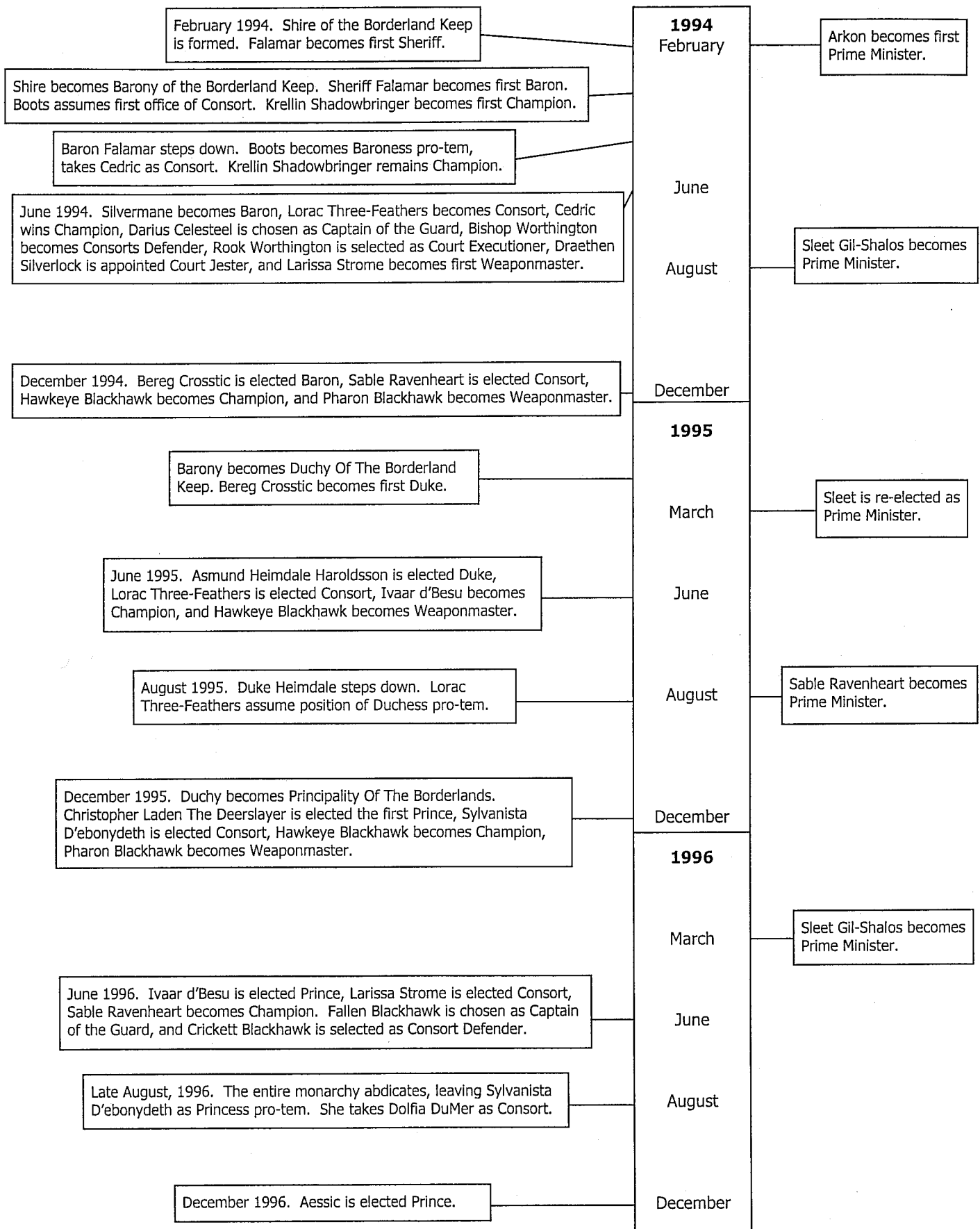
You, the populace of the Borderlands, provided the incentive (and funds) that made this production possible.

The newsletter needs your assistance. Please submit any and all artwork, literature, ideas, etc. that you feel to be appropriate so that the newsletter can be more than just a page long at a time. It would be nice if the newsletter could continue to be four pages long and be put out on a monthly basis. Any submissions should be given to me (Larissa). We could use a comic strip if anyone is interested in doing one, and any new techniques for garb and weapon construction would be most appreciated. Thank you.

Larissa Strome



A Timeline of the Borderlands



1997

March

Sven Stormbringer
becomes Prime Minister.

June

Unther Stormraven becomes
Prime Minister.

September

Unther re-elected as
Prime Minister.

June 1997. Crickett is elected Prince, Bereg Crosstic
is elected Consort, Gecko becomes Champion.

1998

February

February 1998. Kayrana Lissa is elected Princess, Sven Stormbringer is elected Consort,
Crickett becomes Champion, Myadeeb (not of the Borderlands) becomes Weaponmaster.

March

Dolfia DuMer becomes
Prime Minister.

Sven Stormbringer abdicates his office.

August

August 1998. Terarin is elected Prince, Aessic is elected Consort (and
steps down immediately), Ivaar d'Besu is selected as Champion.

September

October

Larissa Strome becomes
Prime Minister.