# Corpora of the High Principality of The Borderlands

Last edited 06/02/97

# INTRODUCTION TO AMTGARD

"AMTGARD IS A VEHICLE FOR RECREATION, AND MANY OFTEN LOSE SIGHT OF THAT. THE CORPORA OF LAWS AND RULEBOOK OF PLAY ARE ONLY GUIDELINES TO AID IN THE INTERACTION OF PEOPLE WHO DO COME TO AMTGARD FOR RECREATION. NO RULEBOOK CAN COVER EVERY POSSIBLE SITUATION AND NO PERSON SHOULD BE BOUND BY CONSTRAINTS THAT HE/SHE FEELS ARE IN CONFLICT WITH HIS/HER MORAL STANDARDS."

Aramthris

- AMTGARD OFFICIALS (THE B.O.D., MONARCH OR PRIME MINISTER) ARE NOT RESPONSIBLE FOR ANY INJURIES SUSTAINED WHILE PLAYING AMTGARD.
- AMTGARD DOES NOT PROVIDE FOR RELIGIOUS AFFILIATION. WE ARE A NON-SECTARIAN ORGANIZATION.
- AMTGARD DOES NOT CONDONE ANY ILLEGAL ACTIVITY OR PHYSICAL VIOLENCE AGAINST ANOTHER PERSON.
- AMTGARD DOES NOT PROVIDE FOR POLITICAL AFFILIATION OF ANY KIND.

We would like to offer our thanks to the people whose time and advice have helped to make this Corpora of the Principality of the Borderlands possible; Christopher Laden (Chris Primrose), Sylvanista de Ebonydaryth (Carol McDonald), Sable Ravenheart (Heather Brink), Aessic diMortis (John Bennett), Dolfia (Elizabeth Clark), D'Nalrom Dragonheart (Bob Moreland), Ivaar D'Besu (Chris Carlson), Larissa Strome (Donnell Carlson), Kyra Shadowwolf (Lynne Reber), Lorac Three-Feathers (Carol Moreland), Map (Pam Primrose), Marcus des'Mond (Marc Mormino), Sleet Gil-Shalos (Judy Brink), Sven Stormbringer (Sloane Cochran).

#### CREDIT SYSTEM

The credit system set up in the Borderlands is as follows:

- 1 class credit on Sunday
- 1/4 warrior credit on Wednesday (Warrior practice)
- 1/4 class credit for other days if played at another park.

Emerald Hills can receive 1 1/4 credit in a weekend because they play at two separate parks. During the course of the year, special events may be held that will allow participants to earn 2-3 credits during a weekend. These events include Coronation, Mid-Reigns, Qualifications and major out of town events, Adopt-A-Highway program etc.

# **DECLARATION OF RESIDENCY**

Players will declare themselves a resident of one of the Parks where Amtgard is played. In order to vote in any of the elections or run for office in a Park, you must have been a resident of the Park for at least six months prior to the elections. If you have any questions, please contact your park officers.

# SPONSORSHIP PROGRAM

Normally, a person can't play Amtgard until the age of fourteen. A program has been suggested to allow children under the above mentioned age to participate in game play. An adult above the age of eighteen may sponsor a child under the age of fourteen by teaching the child about the rules and by-laws of the club, as well as the cultural and fighting aspects. The child may also participate in battle games and other scenarios as a page or aid, but only when accompanied by the adult sponsor. The sponsorship must be in the form of a contract and must be approved by the child's parents and the current reigning Monarch. The child being sponsored will not be able to fight with weapons in battle games, scenarios or participate as a class until the age of fourteen. For further information on the program, contact the Monarch or the Prime Minister.

#### Note:

Monarch in the rest of this document refers to the High Prince/Princess. Consort will refer to the Consort or Regent. King or Queen will be used when necessary to distinguish between the positions.

# I. Offices of the Principality

#### A. Monarch:

- 1. Must be 16 years old or older to serve in office.
- 2. Monarch will be chosen by a populace vote.
- 3. Will have an automatic seat at the Allthings and on the Board of Directors.
- 4. Will have the power to break ties at the Allthings.
- 5. Shall preside over and conduct all ceremonies and functions.
- 6. Is not required to pay any dues during his/her term.
- 7. May award the following honors:
  - a) Titles of Nobility granted by tenure (for a specific service listed in this Corpora): Count, Baron/Baroness, Defender.
    - Note: Duke has been reserved for the King/Queen to award as per our contract with Emerald Hills.
  - b) Titles of Nobility granted by patent (discretion of the Monarch) Marquis, Viscount, Baronet, Lord/Lady (lesser title).
  - c) Titles of Masterhood for the following orders by tenure or by patent: Dragon, Flame, Griffin, Hydra, Jovious, Lion, Owl, Rose, Warrior and Zodiac.
  - d) Titles of Masterhood in the fighting classes (with Prime Minister and Class Guild Master).
  - e) Garber and Smith credits.
- 8. May create new non-corpora honors, awards and titles.
- 9. Could receive the title of Count/Countess at the end of his/her term.
- 10. Shall descend the throne if he/she misses more than four weeks in a row, or eight weeks total (special exception may be granted by an all-thing vote).
- 11. No Monarch may have the throne for more than two consecutive terms in a row.
- 12. Only those who qualify at the Crown Qualifications may try for Monarch.

# B. Consort / Regent:

- 1. Regent/Consort must be 16 years old.
- 2. Only those who qualify at Crown Qualifications may try for Consort.
- 3. Will be chosen by populace vote.
- 4. Every Monarch must have a consort.
- 5. Will become pro-tem Monarch if Monarch abdicates or is removed from office.
- 6. May bestow the following orders: Dragon, Lion, Owl, Rose, Garber and Smith credits.
- 7. Must notify their Monarch when members become eligible for their eleventh or higher order and when they become eligible for their Masterhood in an order of the Arts and Sciences.
- 8. Is not required to pay any dues during his/her reign.
- 9. Shall head and be responsible for the Colleges of Arts and Sciences.
- 10. May create new non-corpora honors and awards in keeping with his/her duties.
- 11. Is responsible for organizing the next Crown Coronation Feast.
- 12. Could receive the title of Marquis/Marquise at the end of his/her term.
- 13. Shall descend the throne if he/she misses more than four weeks in a row, or eight weeks total (special exception may be granted by an all-thing vote).
- 14. If the Consort/Regent leaves office for, a new Consort will voted in at the next Allthing.

#### C. Prime Minister:

- 1. Must be 18 yrs or older to serve in office
- 2. Will be elected by populace vote at mid-reign
- 3. Has the power to appoint an assistant if he/she finds it necessary
- 4. Is not required to pay any monthly dues during his/her term
- 5. Is responsible for the following aspects of the club:
  - a) Collection of all fees and dues for the local park.
  - b) Must collect and maintain copies of all sign-in sheets from all Sponsor Groups of the Borderlands.
  - c) Maintain and keep accurate records of the club treasury.
  - d) Keep accurate records of all club income and expenditures.
  - e) Maintain accurate records on the dues paid status of club members for members that have played in the last year.
  - f) Must keep records of attendance of active members.
  - g) Is responsible for giving copies of sign-ins to Kingdom Prime Minister.
  - h) Is responsible for providing rulebooks and newsletters to populace.
- 6. Could receive the Title of Baronet at the end of his/her term.
- 7. Shall not miss more than a total of eight weeks, else a new Prime Minister must be elected (special exception may be granted by an Allthing vote).

Note: If a person leaves the park, it is their responsibility to get copies of their credits from the P.M. After 1 year, this information will not be maintained as current. It is also each player's responsibility to keep their copies of awards and titles.

# D. Champion of the Realm:

- 1. Must qualify during Crown Qualifications.
- 2. Winner of the Champion Tournament shall be Champion for that reign.
- 3. Shall maintain a lost and found for the club.
- 4. Responsible, with the Guild Master of Reeves, to insure that all weapons and armor have been checked for safety and legality.
- 5. Responsible for organizing the battle games on days when no pre-determined scenarios are scheduled.
- 6. Shall be the defender of the crown.
- 7. Shall not miss more than a total of eight weeks, else a new Champion must be found.
- 8. Could receive the title of Defender after his/her term.

#### E. Scribe:

- 1. Appointment and dismissal are the option of the Monarch and Prime Minister.
- 2. Shall be responsible for publishing a club newsletter once every two months.
- 3. Responsible for keeping a list of awards and titles issued by the Monarch during the reign.
- 4. Responsible for printing the fliers, letters or other news of the Crown and Prime Minister.
- 5. Work with the Monarch and the Prime Minister to maintain a yearly calendar of events.
- 6. Responsible for keeping the minutes of all Amtgard meetings and Allthings.

#### F. Guild Master of Reeves:

- 1. Recruit new members to their Guild.
- 2. Shall be chosen from the Reeves guild by election at the Crown Qualifications.
- 3. Shall work with the Monarch and Prime Minister to ensure that the rules are applied accurately, fairly and honestly on the battlefield.
- 4. Shall work with the Champion in checking armor and weapons for safety and legality.
- 5. Must make sure that there is an appropriate number of reeves at any Amtgard event, and ensure that the conduct of the reeves is competent and fair.
- 6. Will be the advisor to the Monarch on the rules.
- 7. Will give the reeves test as necessary.
- 8. Dismissal is by the decision of the Monarch, Prime Minister, and members of the Reeves Guild.
- 9. Must pass a 100 question Reeves test with a score of at least 75%.

#### G. Captain of the Guard:

- 1. Appointment and dismissal are at the option of the Monarch.
- 2. Shall be in charge of security at all Amtgard events.
- 3. Shall ensure that the Monarch and Consort are properly escorted.
- 4. Will share duties with the Champion in terms of carrying out the policies of the Crown.

#### H. Sheriff and Deputies:

- 1. Sheriff will be appointed by Monarch.
- 2. Deputies will be appointed by Sheriff.
- 3. Will be responsible for patrolling Principality and Kingdom functions to control theft and/or harassment of persons in attendance.
- 4. Sheriff may arrest any person for breaking the rules of the Principality or by direction of the Monarch.
- 5. Sheriff is responsible for carrying out any punishments as directed by the Game Laws, Monarch and Consort.

**Note:** For EVENT PURPOSES, the sheriff is able to deal with anyone as he/she feels necessary to maintain order. Sheriffs are NOT Law Enforcement officials. Any illegal action must be reported to the proper authorities.

# I. Weapons Master:

- 1. Will assist the Champion as Defender of the Crown.
- 2. Automatically holds the position of Guild Master of Gladiators.

#### J. Class Guild Masters:

- 1. Each fighting guild, the Monster guild and the Reeves guild will vote for their Guild Masters at the Crown Qualifications held every six months.
- 2. One must have participated in the class within the past six months in order to vote in the elections for the guild's master. Class guilds include all fighting guilds (warrior, healers, barbarians, etc.).
- 3. Guild members must pass a verbal test given by the Guild Master to advance in the levels.
- 4. Guild Masters will keep a record of the levels of the members of their guild must update the Prime Minister's records during the Guild Master's meeting.

#### (Class Guild Masters cont.)

- 5. Guild Masters have the following responsibilities:
  - a) Must keep the members of their guild following the proper rules of their class.
  - b) Monitor their classes and present ideas for improvements and possible solutions for problem areas to the Monarch and the Allthing.
  - c) Help new people to learn and play by the rules.
  - d) Encourage garb, equipment and personas applicable to their class.
- 6. Guild Masters may be removed from office by a 2/3 vote of all guild members and approval of the Monarch and Prime Minister.
- 7. Guild Master meetings and guild meetings will be held every 2nd week of each even month of the year.

#### II. Other Positions:

# A. College of the Arts & Sciences:

- 1. The Regent/Consort shall choose the Guild Masters of the Arts and Sciences Although the guilds will vary, the following are examples:
  - a) ARTS Art, Garbers, Literature, Minstrels, Theater.
  - b) SCIENCES Heraldry, Sages, Engineers, Smiths.
- 2. Guild Masters are responsible for encouraging the interest, growth and application of their particular discipline in the club.
- 3. Certain Arts and Sciences guilds have additional duties:
  - a) Garbers inform the Monarch, Consort and the Prime Minister when a Garber credit should be awarded for one of the following reasons:
    - (1) making nice garb for others.
    - (2) flag construction.
    - (3) making superior garb for oneself (note that Garber credits can be awarded in addition to orders of the Dragon).
  - b) Heraldry collect and maintain the personal symbols and persona histories of all club members.
  - c) Smiths -
    - (1) Inform the Monarch, Consort and the Prime Minister when a smith credit should be awarded for one of the following reasons:
      - (a) sponsoring a major Amtgard event, publication, workshop or any other comparable service to the club.
      - (b) armor construction.
    - (2) Aid the Monarch, and especially the champion and Guild Master of Reeves, to insure that equipment utilized on the battle field is safe.
    - (3) Work with the P.M. to keep people's dueling records accurate.

# B. Reeves Guild:

- 1. Made up of people who have passed the Reeves test within the last six months with a score of 75% or better.
- 2. The Reeves have the following powers over the battle games (while under the jurisdiction of the Monarch and the GM of Reeves):
  - a) May adjust the teams and add newcomers to balance a game.
  - b) May call whether a hit on a person is valid or not.
  - c) May take unsafe people or equipment off the battlefield.
  - d) May declare a person dead if he/she is persistently causing problems.
  - e) May declare the end to a game if the play is stagnating.

#### (Reeves Guild cont.)

- f) May appropriate additional Reeves if they are needed.
- g) May cut a persons death count by up to 1/2 for excellent play on the field.
- 3. Reeves are responsible for the following:
  - a) Must insure that the games are safe for the participants and bystanders.
  - b) Shall retrieve expended and discarded equipment.
  - c) Shall help the participants in their understanding of the games.
  - d) Shall ensure that the quality of play is honest and in keeping with the spirit of the rules.
- 4. All members are required to reeve at least once per month.
- 5. Only members of the Reeves Guild will be allowed to reeve battle games and tournaments.

#### D. Crown's Guard:

- 1. Should not include the Champion, Consort's Defender or the Captain of the Guard.
- 2. No more than ten people shall fill these positions; they will be chosen by the Monarch and the Regent.
- 3. Must escort the Crown and aid the Captain of the Guard in his/her duties.

#### E. Circle of Steel:

- 1. Shall be composed of the captains of all companies with three or more participating members.
- 2. Shall organize and initiate company-related activities within the club.
- 3. The Guild Master will be elected by vote of all of the members of the Circle of Steel during Crown Qualifications.

#### F. Consort's Defender:

- 1. Shall be tourneyed for or appointed at the Consort's discretion.
- 2. Must escort and guard the Regent during his/her reign.

#### G. Court Bard:

- 1. Appointed and dismissed at the discretion of the Monarch.
- 2. Responsible for organization and performance of the arts at official functions.

#### H. Court Jester:

- 1. Appointed and dismissed at the discretion of the Monarch.
- 2. Responsible for humor and levity at official club functions.
- 3. May double as the herald for all announcements of the Crown.

#### III. Club Government

#### A. Allthings:

- 1. An Allthing will be held on all odd months and as deemed necessary (if no person has business to bring before the club, then there will be no Allthing for that month).
- 2. The Allthing may consist of the following:
  - a) Discussion and enactment of rule changes.
  - b) Revision and updating of the Corpora.
  - c) Discussion and voting on major expenditures of the club treasury.
  - d) Discussion of the future of the Principality and it's priorities.
  - e) Any other topic of interest to the group.

#### B. Elections:

- 1. Shall be held by the Prime Minister (Exception Prime Minister elections will be held by the Guild Master of Reeves).
- 2. The elected official will be chosen by majority vote of the populace.
- 3. Shall be held the weekend following Crown Qualifications (may depend on the Calendar of Events).
  - (Exception Prime Minister elections will be held during Mid-Reign).
- 4. Populace members MUST have been a member for six months and have paid five dollars dues to the principality in order to vote in any election. (Exception groups that are less than one year old may set their own time requirements, if any).
- 5. The Monarch shall break any tie votes in an election.

# C. Removing Club Officers (except where previously detailed):

- 1. Can be initiated by a petition signed by at least 20% of the active members of the club.
- 2. Requires a 2/3 vote of all active club members (played at least 1 week per month for the past 6 months) for removal.

#### D. Dues and Policies of the Treasury:

- 1. The correct technical term for dues is donations. The correct term for active is contributing.
- 2. Dues are \$5.00 for six months or \$1.00 per month. (It is the responsibility of each member to get a receipt. This is your proof of payment if there is ever a discrepancy).
- 3. Though not required of club members, the following privileges are available to paid members only:
  - a) Subscription to club newsletters.
  - b) Serving in club offices.
  - c) Voting in club elections with all other applicable requirements.
  - d) Receipt of Rulebook, Principality Corpora, and other publications.
  - NOTE: You must pay \$5.00 in dues initially to receive these items. Receipts will be given upon request.
- 4. The Prime Minister shall serve in the capacity of club treasurer. This position is directly related to the Treasurer function on the B.O.D. for audit purposes.
  - NOTE: Other arrangements may be made regarding the club treasurer and the treasury as needs arise. This would be determined by the Prime Minister. (appointing a person to handle business during the P.M.'s absence is an example).
- 5. The Prime Minister will give a financial report at regularly scheduled Allthings.
- 6. The Monarch and Prime Minister may each spend 10% of the treasury or \$100.00 each, whichever is least, every month in order to run the Principality (any larger expenditures must be voted on at an Allthing).

#### E. Rule Changes:

- Rulings decided upon by the Allthing are adopted for a trial period not to exceed six months.
  They are then resubmitted for absolute approval or modification and a subsequent trial period.
  Absolute rule approvals are published in the park rules addendum. Corpora changes are applied to the Corpora by the ruling of a duly-elected drafting committee of no less than three members.
- 2. Any decision agreed upon by the Monarch and Prime Minister IS LAW until the next Allthing. (a duration of 1 to 7 weeks). A proposed rule change that is denied by populace vote may not be resubmitted in any form for a period of four months.
- 3. Temporary rule changes will be published in the newsletter.
- 4. Only the Monarch can change, add or delete from the game rules of the principality.
- 5. Any suggestions for changes to a class must be suggested to the Guild Master of that class before being brought before the Allthing.

#### F. Board of Directors (Principality level):

- 1. Members must be 18 years of age. (if the Monarch etc. is not eligible, the next highest club officer will take their place).
- 2. 5 club members shall be chosen by open ballot to serve on the Board of Directors.
- 3. An election for the B.O.D. will be held once a year during the Spring Mid-Reign.
- 4. The Monarch and Prime Minister will have automatic seats on the B.O.D.
- 5. The B.O.D. will have no power to change, alter or otherwise affect the rulebook or Corpora.
- 6. The B.O.D. will work with the Monarch and Prime Minister in areas where the club has dealings with various government agencies and their institutions and laws.
- 7. The B.O.D. has no status in the order of precedence and no jurisdiction over internal club functions.
- 8. The B.O.D. shall meet to discuss business no less than once every three months.
- 9. The minutes shall be read at the 1st All-Thing following the meeting.
- 10. The B.O.D. shall elect the following officers:
  - a) Membership Officer (and designated agent) responsible for maintaining a mailing address for the Amtgard organization. Will work with the treasurer under the authority of the B.O.D. to handle all Amtgard business with all government agencies and organizations. Shall list the minutes of all meetings and report them at the All-things.
  - b) Treasurer shall maintain an accurate record of all Income and Expenditures, specifically in the case of Government audits. Will be required to work closely with the Prime Minister in these areas. Will perform a check of Prime Minister records once per month to insure accuracy and the results will be posted in the minutes.
- 11. The Chairman for the B.O.D. will have the power to break ties.

#### IV. Honors and Awards

#### A. Knighthood:

- 1. The Monarch may Knight people into any of the four orders with the permission of the King/Queen (If the Monarch is not a Knight, he/she must appoint a Knight to perform the Knighting ceremony.)
- 2. It is the responsibility of the Monarch to notify the King/Queen when members become eligible for Knighthood.
- 3. If there is any dispute about a Knighthood you must submit a formal complaint and/or petition to the King/Queen and Kingdom Prime Minister.
- 4. Candidates for Knighthood must have achieved the following criteria listed and have the approval of the majority of Knights of that Order within the Principality.
- 5. The Guild Master for the Circle of Knights will be voted for and elected during Crown Qualifications.

# B. Orders of the Knighthood:

- 1. Knight of the Crown A civil order for serving in the highest offices of the club.
  - a) Colors: White trimmed with Gold.
  - b) Requirements: Complete a term as the King/Queen or serve in two of the following Kingdom positions: Prime Minister, Consort or Champion.
- 2. Knight of the Flame A service order for contributions to the club.
  - a) Colors: White trimmed with Red.
  - b) Requirements: Masterhood in at least one of the following three areas: Rose, Lion or Smith.
- 3. Knight of the Serpent An achievement order for excellence in the arts and/or sciences.
  - a) Colors: White trimmed with Green.
  - b) Requirements: Masterhood in at least one of the following three areas: Dragon, Owl or Garber.
- 4. Knight of the Sword A military order for fighting skills and battlefield prowess.
  - a) Colors: White trimmed with Silver.
  - b) Requirements: Any two of the following honors: Warlord, Defender, Kingdom Weapons Master (equivalent tournament and/or battlefield skills will be considered).
- 5. A knight may choose to take one or more squires.

#### C. Masterhood in the Service Guilds and Orders:

- 1. Awarded by the Monarch for achieving the criteria set forth.
- 2. Denotes excellence in contributions to the club in the area listed (see explanations of the orders themselves).
- 3. Specific types of Masterhood:
  - a) Dragon 10 orders of the Dragon.
  - b) Garber 12 Garber credits.
  - c) Lion any combination of orders of the Lion and orders of the Griffin that add up to ten.
  - d) Owl 10 orders of the Owl.
  - e) Reeve 12 weeks experience as a reeve.
  - f) Rose 10 orders of the Rose.
  - g) Smith 12 Smith credits.

# D. Masterhood in the Arts and Sciences Guilds:

- 1. Awarded by discretion of the Monarch and Regent. (by patent).
- 2. May be awarded in any Guild that meets the following criteria:
  - a) Guild in existence for at least one year.
  - b) Guild does not already have Master criteria listed in this Corpora.
  - c) Guild has an elected or appointed Guild Master.
- 3. An Arts and Sciences Master should have obvious achievements of sustained and exceptional service and accomplishments in the Guild for which he/she is chosen as a master.

# E. Masterhood in the Fighting Guilds (Wizards, Scouts, Paladins, etc.):

- 1. Awarded to outstanding members of each Guild.
- 2. Determined by vote of the Monarch, Prime Minister and Guild Master of the involved class. If the candidate is the Guild Master, then the third vote shall be the Guild Master of Reeves.
- 3. Candidates must have 12 weeks or more experience in that class.
- 4. Basis for Masterhood
  - a) Good play and persona.
  - b) Thorough knowledge of class rules and concepts.
  - c) Own quality garb and equipment.
  - d) Outstanding portrayal of the class.
- 5. A person may be considered for Masterhood at any time.
- 6. This does not affect the experience and is independent of levels gained. Masters are entitled to wear, on their garb, a slash or stripe of that Guild's color. If this stripe is inset on a belt or sash of the same color, then it may be delineated by black or white borders. (see table 1 on page 15 for colors).

# F. Titles of Nobility and Lesser Titles of Honor awarded by the Monarch :

# 1. Duke/Duchess

equivalents: Doge, Dux, Herzog

suggested criteria: Serve the club for six months as Monarch.

past criteria: Former King/Queen or discretion of Monarch.

2. Count/Countess

equivalents: Earl, Comes, Comites, Jarl, Grafin

suggested criteria: Serve the club six months as Consort.

past criteria: Former Consort.

#### 3. Marquis/Marquise

equivalents: Markgraf, Marchioness, (female title), (also roughly equal to: Margrave,

Mark).

suggested criteria: Served in each of the following: Monarch, Consort, Prime Minister.

past criteria: Discretion of the Monarch.

#### 4. Viscount/Viscountess

equivalents: Viscomte, Viscomde

suggested criteria: Held the following positions: Champion or Weapon Master.

past criteria: Discretion of the Monarch.

#### 5. Baron/Baroness

equivalents: Thane, Daimyo

suggested criteria: Serve the club for six months as Prime Minister.

past criteria: Former Prime Minister, discretion of Monarch.

# D. Masterhood in the Arts and Sciences Guilds:

- 1. Awarded by discretion of the Monarch and Regent. (by patent).
- 2. May be awarded in any Guild that meets the following criteria:
  - a) Guild in existence for at least one year.
  - b) Guild does not already have Master criteria listed in this Corpora.
  - c) Guild has an elected or appointed Guild Master.
- 3. An Arts and Sciences Master should have obvious achievements of sustained and exceptional service and accomplishments in the Guild for which he/she is chosen as a master.

# E. Masterhood in the Fighting Guilds (Wizards, Scouts, Paladins, etc.):

- 1. Awarded to outstanding members of each Guild.
- 2. Determined by vote of the Monarch, Prime Minister and Guild Master of the involved class. If the candidate is the Guild Master, then the third vote shall be the Guild Master of Reeves.
- 3. Candidates must have 12 weeks or more experience in that class.
- 4. Basis for Masterhood
  - a) Good play and persona.
  - b) Thorough knowledge of class rules and concepts.
  - c) Own quality garb and equipment.
  - d) Outstanding portrayal of the class.
- 5. A person may be considered for Masterhood at any time.
- 6. This does not affect the experience and is independent of levels gained. Masters are entitled to wear, on their garb, a slash or stripe of that Guild's color. If this stripe is inset on a belt or sash of the same color, then it may be delineated by black or white borders. (see table 1 on page 15 for colors).

# F. Titles of Nobility and Lesser Titles of Honor awarded by the Monarch:

#### 1. Duke/Duchess

equivalents: Doge, Dux, Herzog

suggested criteria: Serve the club for six months as Monarch.

past criteria: Former King/Queen or discretion of Monarch.

2. Count/Countess

equivalents: Earl, Comes, Comites, Jarl, Grafin

suggested criteria: Serve the club six months as Consort.

past criteria: Former Consort.

# 3. Marquis/Marquise

equivalents: Markgraf, Marchioness, (female title), (also roughly equal to: Margrave,

Mark).

suggested criteria: Served in each of the following: Monarch, Consort, Prime Minister.

past criteria: Discretion of the Monarch.

#### 4. Viscount/Viscountess

equivalents: Viscomte, Viscomde

suggested criteria: Held the following positions: Champion or Weapon Master.

past criteria: Discretion of the Monarch.

#### 5. Baron/Baroness

equivalents: Thane, Daimyo

suggested criteria: Serve the club for six months as Prime Minister.

past criteria: Former Prime Minister, discretion of Monarch.

#### (Titles cont.)

#### 6. Baronet

equivalents: None

suggested criteria: Serve the club in a pro-tem position for any of the following: Monarch,

Consort, Prime Minister, or Champion.

past criteria: Discretion of the Monarch.

#### 7. Lord/Lady (lesser title)

equivalents: Dom

suggested criteria: Monarch's Discretion (service to the club).

past criteria: Discretion of the Monarch.

#### 8. **Defender** (lesser title)

equivalents: None

suggested criteria: Serve the club six months as Champion

past criteria: Former Champion (it is our opinion that defending a smaller crown is just

as important as that of a Kingdom level Champion)

Note: Any title may be given by the King or Queen. Any title except Duke may be given by patent by the High Prince/Princess. (this is in respect for the title of Duke being given to an Ex-King or Queen.)

#### G. Orders

# 1. Order of the Crimson

given by: Monarch or Regent/Consort

• given for: service to the club (not enough for a Rose)

• NOTE: 4 Crimsons = 1 Rose

• limitations: none

# 2. Order of the Dragon

• given by: Monarch or Regent/Consort

• given for: outstanding achievements in the arts (garb, art, music, etc.)

• limitations: none

# 3. Order of the Dreamkeeper

• given by: Monarch

• given for: outstanding contributions to the atmosphere of Amtgard (keeping the dream alive)

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

# 4. Order of the Emerald

• given by: Monarch

• given for: good preparation (garb, armor, weapons, and/or knowledge of the rules

• limitations: must be a newcomer (1st six weeks)

# 5. Order of the Flame

given by: Monarch

• given for: given to a group for outstanding contributions to the club

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

# 6. Order of the Gladius

• given by: Monarch

given for: excellent death on the battlefield/tourney field

limitations: none

# (orders cont.)

#### 7. Order of the Griffon

- given by: Monarch
- given for: courage, chivalry, and honor on the battlefield or in tournaments
- limitations: none

#### 8. Order of the Hellrider

- given by: King/Queen
- given for: withstanding a serious accident in route to an Amtgard function
- limitations: none

# 9. Order of the Hydra

- given by: Monarch
- given for: entering enough Crown Qualifications to qualify for the Crown Tournament
- limitations: each person may only receive 1 Hydra per Crown Qualification

# 10. Order of the Jovious

- given by: Monarch
- given for: outstanding attitude
- limitations: only one may be given during each Monarch's reign

#### 11. Order of the Lion

- given by: Monarch or Regent/Consort
- given for: displaying outstanding traits of service and loyalty to the club
- limitations: none

#### 12. Order of the Mask

- given by: King/Queen
- given for: outstanding portrayal of persona
- limitations: only one may be given in each Monarch's reign

#### 13. Order of the Owl

- given by: Monarch or Consort
- given for: outstanding achievements in the sciences (armor construction, etc.)
- limitations: none

#### 14. Order of the Phoenix

- given by: Monarch or Consort
- given for: voluntarily protecting the Crown (by filling in for absent guard members)
- limitations: none

#### 15. Order of the Rose

- given by: Monarch or Consort
- given for: beneficial service to the club
- limitations: none

# 16. Order of the Walker of the Middle

- given by: Monarch
- given for: exemplification of the ideals and conduct of reeves
- limitations: a person may never receive more than one of these

#### 17. Order of the Warrior

- given by: Monarch
- given for: fighting ability (see the Table 2 on page 15)
- limitations: it is increasingly difficult to attain criteria for higher levels

#### (orders cont.)

#### 18. Order of the Zodiac

given by: Monarch

• given for: outstanding contributions in any one month

• limitations: only one may be given each month

# Orders specific to the Borderlands (they do not count elsewhere)

# 19. Order of the Masquerade

• given by: Consort

• given for: outstanding portrayal of persona (not enough for a Mask).

limitations: none

started: during the reign of Christopher Laden.

# 20. Order of the Talon

• given by: Monarch

• given for: winning or showing great weapon proficiency during a tournament

limitations: must be earned during a tournament

• started: during the reign of Heimdale

# 21. Order of the Dragon Claw

given by: Monarch or Consort

• given for: courage or chivalry on the battlefield (not enough for a griffon) ex. small acts of kindness

• NOTE: 5 Dragon Claws = 1 Griffon

• limitations: none

started: during the reign of Silvermane.

# V. Crown Qualifications

#### A. Qualifications:

- 1. Will be held the last two weekends of May and November.
- 2. Will be the responsibility of the two highest club officers not running for crown (one runs war events, one runs cultural events).
- 3. Anyone may enter Crown Qualifications events.
- 4. Crown contestants will be required to enter a minimum specified number of Crown Qualification cultural and war events.
- 5. Crown contestants must pass a 25 question Corpora test and a 25 question Reeve's test.
- 6. The club may set other criteria for Crown contestants via Allthing vote.
- 7. All written entries must conform to the following criteria:
  - No more than three entries per person per event.
  - Each entry must be no more than five pages.
  - You may not enter one item in more than one category.
- 8. More specific rules for these qualifications shall be put out by the sponsor at least six weeks prior to the date for Crown Qualifications.

#### B. The Month of Crown:

These events occur twice a year during the period of Crown Qualifications and Monarch selection:

1. Guild Master elections

• Date: held at the same time as Crown elections

• Sponsor: Prime Minister

2. Crown Qualifications

Date: last two weeks of May and November

Sponsor: highest club officer not running for office

3. Champions Tournament

• Date: held at the same time as Crown elections

Sponsor: two highest club officers not running and GM of Reeves

4. Crown Coronation Feast

• Date: second weekends of June and December (subject to site availability)

Sponsor: outgoing Consort.

5. Weapon Master Tournament

Date: one to two weeks following Crown elections

• Sponsor: Reeve's Guild

Note: This is a passage of arms in several different weapons classes and is a

tournament format. The winner if the tournament will hold the title of

Weapon Master for six months.

#### Table 1

# **Masterhood Belt Favor Colors**

CLASS	COLOR OF BELT FAVOR	REASON FOR COLOR
Anti Paladins	Purple/Black	Royalty and Evil
Archers	White	Fletching of Arrows
Assassins	Black	Death
Barbarians	Orange	Color of burning ruins
Bards	Blue	Bardic Blue
Druids	Brown	Trees and the Earth
Healers	Red	For the blood they clean up
Monks	Gray	Their humble beginnings
Paladins	Purple/White	Royalty and Good
Scouts	Green	Woodlands
Warrior	Silver	Steel and Armor
Wizard	Yellow	Enchantments and Spells
		and opens

Table 2

Color of Associated Dueling for Order of the Warrior

LEVEL	BELT FAVOR	ANIMAL	CRITERIA
1	green	. snake	win 3 straight
2	blue	. boar	win 5 straight
3	red	. mongoose	win 7 straight
4	brown	. bear	win 9 straight
5	rust	. hawk	win 11 straight
6	gray	. wolf	win 13 straight
7	orange	. tiger	win 15 straight
8	black	panther	win 17 straight
9	purple	dragon	win 19 straight
10+	red with a yellow border .	phoenix (warlord)	win 21 straight

**Note:** Battlefield commendations are also given with orders above 5th level only. They should only be awarded for outstanding success in the games, quests or tournaments. The higher the level, the harder it is to achieve more orders of the warrior. No one has ever achieved warlord status (10th level or higher) without winning at least two major tournaments.

# Table 3

# Order of Precedence

Monarch (King/Queen)

Prime Minister

Consort (High Prince/Princess)

Duke/Duchess Count/Countess Champion

Marquis/Marquise Viscount/Viscountess

Baron/Baroness

Baronet Knighthood Warlord Lord/Lady Defender Guildmaster of Reeves Captain of Monarch's Guard

Scribe

Guildmaster: all other guilds (all other court positions)
Royal Guard positions

Master: Orders, Service Guilds

Captain (company), Lord of Houshold

Sergeant (company)
Master: Fighting Guilds

Squire

Reeves Guild

Other Company Officers

Populace