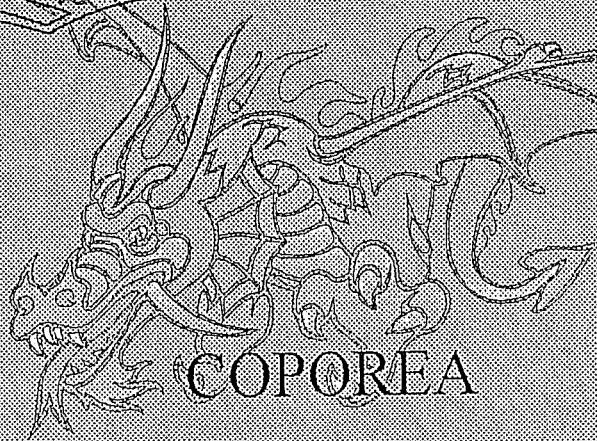


THE

Dragon



COPOREA

for AMTGARD
KINGDOM OF THE EMERALD HILLS

*Can Both Run For March And
Vote In Kingdom Election Upon
Next Immediate Follow Election*

I. Offices of The DUCHY

A. DUKE/DUCHESS

1. Duke/Duchess will be chosen by a populace vote
2. Will have an automatic seat at the Allthings
3. Will have the power to break ties at the Allthings
4. Shall preside over and conduct all ceremonies and functions
5. Is not required to pay any fees during his/her term
6. May award the following honors:
 - * Titles of Nobility - earned by tenure (for a specific service listed in this Corpora):
Baron, Baronet, Lord/Ladyship, Protector.
 - * Up to the seventh level of the following orders:
Dragon, Flame, Griffin, Hydra, Jovious, Lion, Owl, Rose, Warrior, Zodiac
 - * Masterhoods in the Fighting classes
7. Must notify the Monarch when members become eligible for their eleventh or higher order and when they become eligible for their masterhood of an order
8. May create new honors, awards, and titles
9. Could receive the title of Baron/Baroness at the end of his/her term
10. Shall descend the throne if he/she misses more than four weeks in a row, or twelve weeks total
 - *Exception - special situations will be taken into consideration by the Allthing
11. No Duke/Duchess 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 Duke/Duchess

B. CONSORT

1. Must qualify as per Duke/Duchess
2. Will be chosen by populace vote
3. Every Duke/Duchess must have a consort
4. Will become pro-tem Duke/Duchess if Duke/Duchess abdicates or is removed from office
5. May bestow up to the seventh level of the following orders: Dragon, Lion, Owl, Rose, Garber, and Smith credits
6. Must notify the Kingdom Consort when members become eligible for their eleventh or higher order and when they become eligible for their masterhood of an order
7. Is not require to pay any fees during his/her reign
8. Shall head and be responsible for the Colleges of Arts and Sciences
9. May create new honors and awards in keeping with his/her duties
10. Is responsible for the next Crown Coronation Feast
11. Could receive the title of Baronet at the end of his/her term

C. PRIME MINISTER

1. Must be 18 years 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:
 - * Collection of all fees and dues
 - * Maintain and keep accurate records of the club treasury
 - * Keep accurate records on all club income and expenditures
 - * Maintain accurate records on the dues paid status of club members
 - * Must keep records of attendance and active members
 - * Is responsible for giving copies of sign-in to Kingdom Prime Minister
 - * Is responsible for providing rulebooks and newsletters to populace
6. Could receive his/her Lord/Ladyship 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
 - * Exceptions - special situations will be taken into consideration by populace vote

D. CHAMPION OF THE REALM

1. Must qualify as per the Duke/Duchess
2. Winner of the Champion Tournament shall be Champion for that reign
3. Shall maintain a lost and found for the organization
4. Responsible that all weapons and armor have been checked for safety and legality
5. Responsible for organizing the battlegames on days when no pre-determined scenarios are scheduled
6. Shall be the defender of the crown
7. Shall not miss more than four weeks in a row or twelve weeks total else a new Champion must be found
8. Could receive title of Protector after his/her term

E. BOARD OF DIRECTORS

1. One club member shall be chosen by open ballot to serve in the Kingdom B.O.D.
2. An election for the B.O.D. will be held once a year during the first week of January
3. The B.O.D. will have no power to change, alter, or otherwise affect the rulebook or Corpora
4. 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

5. The B.O.D. has no status in the order of precedence and no jurisdiction over internal club functions

F. SCRIBE

1. Appointment and dismissal are the Duke/Duchess option
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 Duke/Duchess during the reign
4. Printing the fliers, letters or other news of the Crown and Prime minister
5. Work with the Duke/Duchess and the Prime Minister to maintain a yearly calendar of events
6. Keep the minutes of all Amtgard meetings and Allthings

G. GUILDMASTER OF REEVES

1. Shall be chosen from the reeves guild by election at the Crown Qualification. Members of the guild that may vote are those who pass the reeves test with a score of 75% or better, and the current guild master.
2. Shall work with the Duke/Duchess and Prime Minister to ensure that the rules are applied accurately, fairly, and honestly on the battlefield
3. Shall work with the Champion in checking armor and weapons for safety and legality
4. Must make sure that there is an appropriate number of reeves at any Amtgard event, and ensure that the conduct of reeves is competent and fair
5. Will be the Duke/Duchess advisor on the rules
6. Will give the reeves test every six months at Crown Qualification
7. Dismissal is by the decision of the Duke/Duchess, Prime Minister, and the Reeves Guild
8. Must pass a hundred question reeves test

H. CAPTAIN OF THE GUARD

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

I. SHERIFF AND DEPUTIES

1. Sheriff will be chosen by Kingdom Consort
3. Deputies will consist of two members from every Duchy/Barony in the Kingdom. Done by a populace vote.
2. Will be responsible for patrolling Duchy, and Kingdom functions to control theft and/or harassment of persons in attendance

J. CLASS GUILDMASTERS

1. Guildmasters must pass a test on their class
2. Each fighting guild, the Circle of Knights, Circle of Steel, and the reeves guild will each vote for their guildmaster at the Crown Qualifications held every six months
3. One must have participated in a guild in the past six months in order to vote in the elections in the guilds guildmaster
4. Class guilds include all fighting guilds (warrior, healers, barbarians, etc)
5. Guild members must pass a verbal test given by the guildmaster to advance in levels
6. Guildmasters have the following responsibilities:
 - * Must keep the members of their guild following the proper rules of their class
 - * Monitor their classes and present ideas for improvements and possible solutions for problem areas to the Duke/Duchess and the Allthing
 - * Help new people to learn and play by the rules
 - * Encourage garb, equipment, and personas applicable to their class
7. Guildmasters may be removed from office by a two thirds vote of all guild members, and approval of the Duke/Duchess and Prime Minister
8. Guildmaster meetings and guild meetings will be held every even month of the year

II. OTHER POSITIONS

A. COLLEGE OF THE ARTS AND SCIENCES

1. The Consort shall choose the guildmasters of arts and science - Although the guilds will vary, the following are examples:
 - * ARTS - Art, Garbers, Literature, Minstrels, Theater
 - * SCIENCES - Heraldry, Sages, Engineers, Gladiators, Smiths
2. Guildmasters 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:
 - * Garbers - inform the Duke/Duchess, Consort, and Prime Minister when a garber credit should be awarded for one of the following reasons: making nice garb for others, flag construction, making superior garb for oneself (note that garb credits may be awarded in addition to orders of the Dragon)
 - * Heraldry - collect and maintain the personal symbols and persona histories of all club members

- * Smiths - inform the Duke/Duchess, Consort, and Prime Minister when a smith credit should be awarded for one of the following reasons:
 - * sponsoring a major Amtgard event, publication, or workshop, or any other comparable service to the club
 - * armor construction
 - * aiding the Duke/Duchess, and especially the Champion and Guildmaster of Reeves to insure that equipment utilized on the battle field is safe

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 Duke/Duchess and the Guildmaster of Reeves):
 - * May add newcomers and adjust the teams to balance a game
 - * May call whether a hit on a person is valid or not
 - * May take unsafe people or equipment off the battlefield
 - * May take time off a persons death if he/she has died especially well
 - * May declare a person dead if he/she persistently is causing problems
 - * May declare end to a game if the play is stagnating
 - * May appropriate additional Reeves if they are needed
3. Reeves are responsible for the following:
 - * Must ensure that the games are safe to participants and bystanders
 - * Shall retrieved expended and discarded equipment
 - * Shall help the participants in their understanding of the games
 - * 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 one game per month
5. Only members of the Reeves Guild who have taken and passed the test will be allowed to reeve battlegames and tournaments

C. CROWN'S GUARD

1. Does not include the Champion, Consort's Defender, or the Captain of the Guard
2. No more than ten people shall fill these positions, thy will be chosen by the Duke/Duchess and the Consort
3. Shall escort the Crown and aid the Captain of the Guard in his/her duties

D. 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

E. CONSORT'S DEFENDER

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

F. COURT BARD

1. Appointed and dismissed at the discretion of the Duke/Duchess
2. Responsible for organization and performance of the arts at official club functions

G. COURT JESTER

1. Appointed and dismissed at the discretion of the Duke/Duchess
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 an all add months (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:
 - * Discussion and enactment of rules changes
 - * Revision and updating of the Corpora
 - * Discussion and voting on major expenditures of the club treasure
 - * Discussion of the future of the Duchy and its priorities

B. ELECTIONS

1. Shall be held by the Prime Minister
 - * Exception - Prime Minister elections will be held by the Guildmaster of Reeves
2. The winner 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)
4. Populace members must have been in the club and dues paid for six months in order to vote in any election
 - * Exception - groups that are less than a 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

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 club members for removal

D. DUES AND POLICIES OF THE TREASURY

1. Dues are \$5 for six months or \$1 per month
2. Though not required of club members, the following privileges are available to dues paid members only:
 - * Subscription to club newsletters
 - * Serving in club offices
 - * Voting in club elections
 - * Receipt of Rulebook, Kingdom Corpora, and Baronial Corpora
 - * NOTE: you must pay a \$5 dues paying fee initially to receive these items (Receipts will be given if requested)
3. The Prime Minister shall serve in the capacity of club treasurer
 - * NOTE: other arrangements may be made regarding the club treasurer and the treasury as need arises
4. The Duke/Duchess or Prime Minister may each spend 10% of the treasury every month in order to run the Duchy (any larger expenditures must be voted on at an Allthing)

IV. HONORS AND AWARDS

A. KNIGHTHOOD

1. Only the Monarch may knight people into any of the four orders
2. It is the responsibility of the Duke/Duchess, Consort, and Prime Minister to notify the Monarch 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 Monarch and Kingdom Prime Minister

B. ORDERS OF KNIGHTHOOD

1. Knight of the Crown - A civil order for serving in the highest offices of the club
 - * Colors: white trimmed with gold
 - * Requirements: complete a term as the Monarch or serve in two of the following three Kingdom positions: Prime Minister, Consort, Champion
2. Knight of the Flame - A service order for contributions to the club
 - * Colors: white trimmed with red
 - * Requirements: Masterhood in at least one of the following three areas: Rose, Lion, Smith

3. Knight of the Serpent - An achievement order for excellence in the arts and /or sciences
 - * Colors: white trimmed with green
 - * Requirements: Masterhood in at least one of the following three areas: Dragon, Owl, Garber
4. Knight of the Sword - a military order for fighting skills and battlefield prowess
 - * Colors: white trimmed with silver
 - * Requirements: any two of the following honors: Warlord, Defender, Kingdom Weaponmaster (equivalent tournament and/or battlefield skills will be considered)
5. Only those Knights who have been a member of the Circle of Knights for twelve or more weeks may play Anti-Paladin or Paladin
6. A Knight may choose to take one or more squires
 - * The garb of a squire is a red belt

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:
 - * Dragon - 10 orders of the Dragon
 - * Garber - 12 garber credits
 - * Lion - any contribution of orders of the Lion and orders of the Griffin that ad up to 10
 - * Owl - 10 orders of the Owl
 - * Reeve - 12 weeks experience as a reeve
 - * Rose - 10 orders of the rose
 - * Smith - 12 smith credits
 - * Warrior - (designated title: WARLORD) 10 orders of the warrior

D. ORDERS

1. Order of the Crimson
 - * given by: Duke/Duchess, Consort
 - * give for: service to the club (not enough for a Rose)
 - * NOTE: 4 Crimsons = 1 Rose
 - * limitations: NONE
2. Order of the Dragon
 - * give by: Duke/Duchess, 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 contribution 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: Duke/Duchess
 - * given for: good preparation (garb, armor, weapons, and/or knowledge of the rules)
 - * limitations: must be a newcomer (first six weeks)
5. Order of the Flame
 - * given by: Duke/Duchess
 - * given for: given to a group for outstanding contributions to the club
 - * limitations: only one may be given in each Duke/Duchess reign
6. Order of the Gladius
 - * given by: Duke/Duchess
 - * given for: excellent death on the battlefield/tourneyfield
 - * limitations: NONE
7. Order of the Griffin
 - * given by: Duke/Duchess
 - * given for: courage, chivalry, and honor on the battlefield or in tournaments
 - * limitations: NONE
8. Order of the Hellrider
 - * given by: Monarch
 - * given for: withstanding an accident or serious break down en route to an Amtgard function
 - * limitations: NONE
9. Order of the Hydra
 - * given by: Duke/Duchess
 - * given for: entering enough Crown Qualifications events to qualify for the Crown tourney
 - * limitations: each person may only receive 1 Hydra per Crown Qualifications
10. Order of the Jovious
 - * given by the Duke/Duchess
 - * given for: outstanding attitude
 - * limitations: only one may be given in each Duke/Duchess reign
11. Order of the Lion
 - * given by: Duke/Duchess, Consort
 - * given for: displaying outstanding traits of service and loyalty to the club
 - * limitations: NONE

12. Order of the Mask
 - * given by: Monarch
 - * given for: outstanding portrayal of persona
 - * limitations: only one may be given in each Monarch's reign
13. Order of the Owl
 - * given by: Duke/Duchess, Consort
 - * given for: outstanding achievements in the sciences (armor construction, etc.)
 - * limitations: NONE
14. Order of the Phoenix
 - * given by: Duke/Duchess
 - * given for: voluntarily protecting the Crown (by filling in for absent guard members)
 - * limitations: NONE
15. Order of the Rose
 - * give by: Duke/Duchess
 - * 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: Duke/Duchess
 - * given for: fighting ability (see criteria below)
 - * limitations: it is increasingly difficult to attain criteria for higher levels:

COLOR OF ASSOCIATED DUELING

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

NOTE: battlefield commendations are also given with orders above 5th level only 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 tourneys.

18. Order of the Zodiac
 - * given by: Duke/Duchess
 - * given for: outstanding contributions in any one month
 - * limitations: only one may be given each month

E. TITLES AND LESSER TITLES OF HONOR

1. Title: Baron/Baroness
 - * Equivalents: Thane, Daimyo
 - * Suggested criteria: serve the club six months as Kingdom Prime Minister or as Duke/Duchess
 - * Past criteria: former Kingdom Prime Minister or Duke/Duchess, discretion of the Monarch
1. Title: Baronet
 - * Equivalents: none
 - * Suggested criteria: serve in a pro-tem position for any of the following positions: Monarch, Kingdom Consort, Kingdom Prime Minister, Kingdom Champion, also serving six months as Duchy Consort, or Baron/Baroness
 - * Past criteria: discretion of the Monarch
2. Title: Lord/Lady
 - * Equivalents: none
 - * Suggested criteria: serve a Barony six months as Consort, also for service to the club
 - * Past criteria: former Baronial Consort, discretion Monarch
3. Title: Protector
 - * Equivalents: none
 - * Suggested criteria: serve the Duchy six months as Champion
 - * Past criteria: former Champion

V. CROWN QUALIFICATIONS

A. QUALIFICATIONS

1. Will be the responsibility of the two highest club officers not running for the Crown (one to run war events, one to run cultural events)
2. Anyone may enter Crown Qualifications events

3. Crown contestants will be required to enter a minimum specified number of Crown Qualification cultural and war events
4. Crown contestants must pass a Corpora (can be either a Kingdom or Baronial Corpora) and reeves test
5. The club may set other criteria for Crown contestants
6. All written entries must conform to the following criteria:
 - * No more than three entries per person per category
 - * Each entry must not be more than five pages long
 - * You can not enter one item in two or more categories
7. The following orders will be awarded for outstanding entries: Dragon, Hydra, Rose, Warrior (for warskill events)
8. More specific rules for these qualifications shall be put out by the sponsor at least six weeks prior to the date set for Crown Qualifications

B. THE MONTH OF CROWN

These events occur twice a year during the period of Crown Qualifications and Duke/Duchess selection:

1. Guildmaster Elections
 - * Date: held at the same time as the Crown elections
 - * Sponsor: Prime Minister
2. Crown Qualifications
 - * Date: two to three weeks prior to Coronation
 - * Sponsor highest club officer not running for office
3. Champion's Tournament
 - * Date: held at the same time as Crown elections
 - * Sponsor: same as for Crown Qualifications plus the Guildmaster of Reeves
4. Crown Coronation Feast
 - * Date: Saturday night of Coronation
 - * Sponsor: outgoing Consort
5. Weaponmaster Tournament
 - * Date: one to two weeks following the Crown elections
 - * Sponsor: Reeves Guild
 - * NOTE: This is a passage of arms in several different weapons classes and is held in a tournament format. The winner of the tournament will hold the title of Weaponmaster for six months.