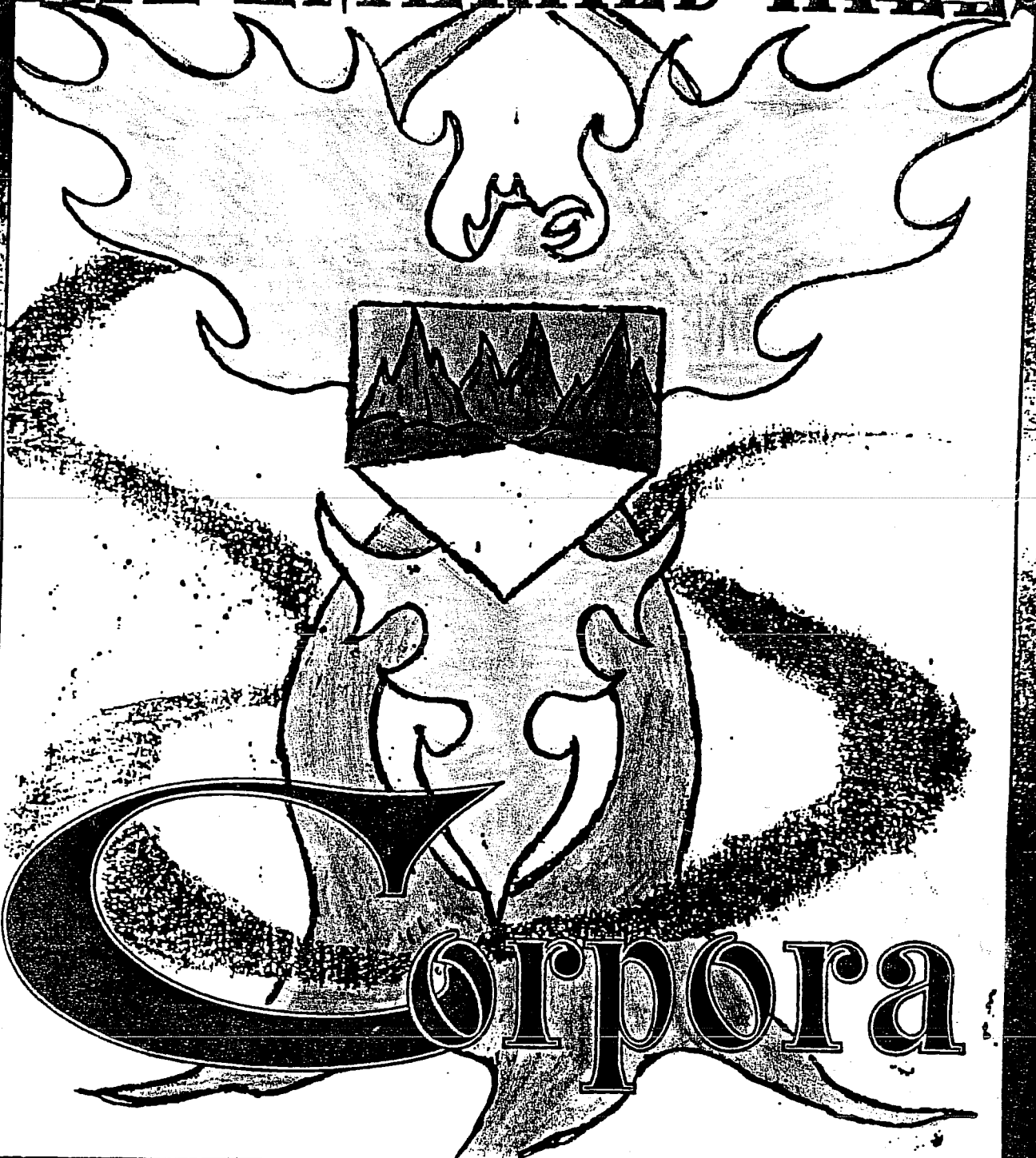


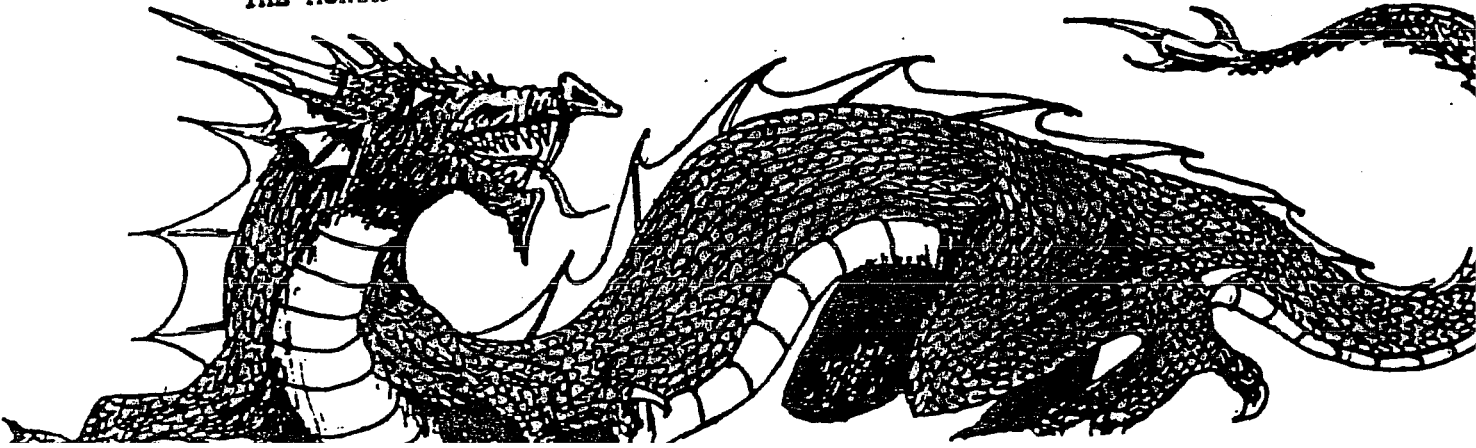
THE KINGDOM OF

THE EMERALD MILLS



Opera

INTRODUCTION TO AMTGARD	i
CREDIT SYSTEM	ii
DECLARATION OF RESIDENCY	ii
SPONSORSHIP PROGRAM	ii
OFFICES OF THE KINGDOM	1
MONARCH	1
CONSORT	1
PRIME MINISTER	2
CHAMPION OF THE REALM	2
BOARD OF DIRECTORS	2
SCRIBE	3
GUILDMASTER OF REEVES	3
CAPTAIN OF THE GUARD	3
SHERIFF & DEPUTIES	3
CLASS GUILDMASTERS	3
OTHER POSITIONS	3
COLLEGES OF THE ARTS & SCIENCES	4
REEVES GUILD	4
CROWN'S GUARD	4
CIRCLE OF STEEL	4
CONSORT'S DEFENDER	4
COURT BARD	4
COURT JESTER	4
CLUB GOVERNMENT	4
ALLTHINGS	5
ELECTIONS	5
REMOVING CLUB OFFICERS	5
DUES AND POLICIES OF THE TREASURY	5
HONORS AND AWARDS	5
KNIGHTHOOD	5
THE ORDERS OF KNIGHTHOOD	6
MASTERHOOD IN THE SERVICE GUILDS AND ORDERS	6
ORDERS	8
TITLES OF NOBILITY AND LESSER TITLES OF HONOR	8
ORDER OF PRECEDENCE	9
CROWN QUALIFICATIONS	9
QUALIFICATIONS	9
THE MONTH OF CROWN	9



I. OFFICES OF THE KINGDOM

A. MONARCH

1. Monarch will be chosen by 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 - granted by patent (discretion of Monarch): Marquis, Viscount, Baronet, Lord (lesser title)
 - Titles of Nobility - earned by tenure (for a specific service listed in this Corpora): Duke, Count, Baron, Defender (lesser title)
 - Peerage - the four orders of Knighthood:
 - Crown - for service in the club's highest offices
 - Flame - for excellence in service
 - Serpent - for excellence in the arts and/or sciences
 - Sword - for excellence in combat
 - The following orders: Dragon, Flame, Griffin, Hydra, Jovious, Lion, Mask, Owl, Rose, Walker of the Middle, Warrior, Zodiac
 - Titles of Masterhood for the service guilds (by tenure): Garber, Reeve, Smith
 - Titles of Masterhood for the orders (by tenure): Dragon, Lion/Griffin, Owl, Warrior (Warlord)
7. May create new honors, awards, and titles
8. Could receive the title of Duke/Duchess at the end of his/her term
9. Could receive the title of Knight of the Crown after completing two terms as Monarch
10. Could receive the title of Knight of the Crown on the decision of all existing Knights of the Kingdom
11. Shall descend from 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
12. No Monarch may have the throne for more than two consecutive terms
13. Only those who qualify at Crown Qualifications may try for Monarch
14. Monarch and/or Consort must be 18 years or older to serve in office

B. CONSORT

1. Must qualify as per Monarch
2. Will be chosen by populace vote
3. Every Monarch must have a Princess or Prince Consort
4. Will become pro-tem Monarch if Monarch abdicates or is removed from office
5. May bestow the following orders: Dragon, Lion, Owl, Rose, Garber, and Smith credits
6. Is not required to pay any fees during her/his term
7. Shall head and be responsible for the Colleges of Arts and Sciences
8. May create new honors and awards in keeping with her/his duties
9. Is responsible for the next Crown Coronation feast
10. Could receive the title of Count/Countess at the end of his/her term
11. Shall not miss six weeks in a row or more than twelve weeks total else a new consort must be chosen
 - Exception - special situations will be taken into consideration by populace vote
12. If a new Consort must be chosen, he/she must have qualified in the last Crown Qualifications

C. PRIME MINISTER

1. Must be 18 years or older to serve in office
2. Will be elected by populace vote at Mid-reign every March and September

4. Must make sure that there is an appropriate number of reeves at any Amtgard event, and insure that the conduct of reeves is competent and fair
5. Will be the Crown's advisor on the rules
6. Will give the Reeves test every six months at Crown Qualifications
7. Dismissal is by a decision of the Monarch, Prime Minister, and the Reeves Guild
8. Must pass a 100 questions Reeves test

H. CAPTAIN OF THE GUARD

1. Appointment and dismissal are the Monarch's option
2. Shall be in charge of security at all Amtgard events
3. Shall insure 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
5. Will enforce event rules

I. SHERIFF & DEPUTIES

1. Will be chosen by populace vote
2. Will include members from every Duchy/Barony of the Kingdom
3. Will be responsible for patrolling 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, the 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 election for that guild's guildmaster
4. Class guilds include all fighting guilds (warriors, 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 Monarch 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 2/3 vote of all guild members and approval of the Monarch and Prime Minister
8. Guildmaster meetings and Guild Meetings will be held every even numbered month of the year

II. OTHER POSITIONS

A. COLLEGES OF THE ARTS & SCIENCES

1. The Consort shall choose the guildmasters of Arts and Sciences. Although the guilds will vary, the following are examples:
 - ARTS - Art, Garbers, Literature, Minstrels, Theatre
 - 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 Monarchy 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 garber 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

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 Kingdom and its priorities

B. ELECTIONS

1. Shall be held by the Prime Minister
 - Exception - the Prime Minister elections will be held by the Guildmaster of Reaves
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
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 and 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
4. The Monarch or Prime Minister may each spend 10% of the treasury every month in order to run the Kingdom (any larger expenditures must be voted on at an Allthing)

IV. HONORS AND AWARDS

A. KNIGHTHOOD

1. The Monarch may knight people into any of the four orders
2. If the current Monarch is not a Knight, he/she should appoint a Knight to perform the Knighting ceremony
3. Although not required, candidates for Knighthood should have achieved the criteria listed and have the approval of a majority of the Knights of that order
 - NOTE: The achievement of criteria set forth does not automatically grant Knighthood
4. If there is any dispute about a Knighthood you must submit a formal complaint and/or petition to the Monarch and Prime Minister

B. THE 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

8. Order of the Hellrider
 - given by: Monarch
 - given for: withstanding a serious accident en route to an Amtgard function
 - limitations: NONE
9. Order of the Hydra
 - given by: Monarch
 - 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: Monarch
 - given for: outstanding attitude
 - limitations: only one may be given in each Monarch's reign
11. Order of the Lion
 - given by: Monarch and 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: Monarch and Consort
 - given for: outstanding achievements in the sciences (armor, construction, etc.)
 - limitations: NONE
14. Order of the Phoenix
 - given by: Monarch
 - given for: voluntarily protecting the Crown (by filling in for absent guard members)
 - limitations: none
15. Order of the Rose
 - given by: Monarch and 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 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 (warlord)	win 21 "

VI. 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 to run war events, one to run 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 Corpora and Reeves test
6. The club may set other criteria for Crown contestants
7. 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
8. The following orders will be awarded for outstanding entries: Dragon, Hydra, Rose, Warrior (for warskill events)
9. 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 Monarch selection:

1. Guildmaster Elections
 - Date: held at the same time as the 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. Champion's Tournament
 - Date: held at the same time as the Crown elections
 - Sponsor: same as for Crown Qualifications plus the Guildmaster of Reeves
4. Crown Coronation Feast
 - Date: second weekends of June and December (subject to site availability)
 - 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.

Smith Credits ? (given for ?)