Amtgard, Kingdom of the Emerald Hills, Inc. Corpora of Bylaws

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Additional Resources

www.amtgardinc.com

From this, everything flows. Download the Amtgard Rules of Play (Rulebook) and Dor Un Avathar (Official Sourcebook for Monster Classes) from here.

www.amtgard-eh.com

The primary online resource the Kingdom of the Emerald Hills, including the latest version of this document, office holders, a calendar of local and perhaps regional events and archives.

www.amtgardrecords.com

The Online Record Keeper (ORK) is the official record keeping resource of the Emerald Hills as well as an Atlas of the known realms with geographical breakdowns of most Amtgard groups and places.

www.electricsamurai.com

The Kingdom non-specific forum including discussion boards for the Circle of Monarchs and Rulebook Revisions as well as general game related articles.

www.amtwiki.org

The online Amtgard Encyclopedia, which anyone can edit, for use as a glossary/dictionary.

www.crownandflame.com

The Amtgard Leadership and Service Archive

I Introduction

A. Amtgard

1. Amtgard is a vehicle of recreation.
2. The Corpora of Laws and the Rules of Play are guidelines to aid in the interaction of people who participate in this game.

B. Standard Disclaimers

1. Amtgard officials (The Board of Directors, Monarch, Prime Minister, Treasurer, Champion, Guildmaster of Reeves, etc.) are not responsible for any injuries sustained while playing Amtgard.
2. Amtgard does not provide for religious affiliation. We are a non-sectarian organization.
3. Amtgard does not condone any illegal activity or physical violence against another person.

C. The Kingdom of the Emerald Hills (A/K/A EH or Kingdom)

1. Amtgard is played under the auspices of Amtgard, Kingdom of the Emerald Hills, Inc. in accordance with the Amtgard Rulebook, Monster Manual, this document, and the terms of the Official Park Agreement/Contract.
2. This is the largest and topmost unit of Emerald Hills' government and is the umbrella under which all EH members unite.

D. Tanglewood Royal Preserve

1. The founding park of the Kingdom
2. Physically located at Lakeside Park in Duncanville, Texas
3. Current Amtgard guidelines prevent the formation of new Kingdoms whose founding town centers are within 150 miles of one another. This is the established heart of our realm for that purpose.

II Credit System

A. An Amtgard "week" begins on Monday and ends on Sunday. Also, the rulebook makes reference to "weeks of experience" in conjunction with levels, for that purpose 1 (one) credit = 1 (one) week of experience.

B. In the Emerald Hills, we have the privilege of being able to play Amtgard on both Saturday and Sunday. Our credit system is set up for a person to be able to (normally) earn a maximum of 1¼ credits in their chosen class per weekend. Those who attend Amtgard on both days will receive 1 (one) full credit for one day and ¼ (one-quarter) credit for the other day. Full credit award breakdowns are listed in the following table:

Credits	Class	Reason
1	Any class played	First regular gaming day of a week
¼	Any class played	Second regular gaming day in a week
¼	Warrior	Fighting Practice — used to fine-tune weapon skills. (Normally held during the week)
1/day	Any	Special Events: Coronation, Midreign, Qualifications, Weaponmaster, Major events, Adopt-A-Highway Program, Demos, and others as agreed upon at Althing.
5	Any	Attendance at The Gathering of the Clans
1 or ¼	Any class (special)	Working at improving Tanglewood forest when not at a scheduled Amtgard function counts as per a "regular gaming day." Note: Credits may only be assigned to those classes that the player is actively playing when attending Amtgard functions.
Special	Any class played	Crown's Discretion: The Monarchy is allowed 3 additional credits per reign to allocate as they see fit for "Special Events." (i.e. Full class Quests, Battlegames, etc, developed by the Monarchy for the specific purpose of gathering the populace in one place on a pre-set date to encourage play with greater numbers).

III Kingdom Residency

A. Those who declare themselves to be residents of an Emerald Hills subgroup automatically qualify as having declared at the Kingdom level.

B. To be considered an active resident of the Emerald Hills one must:

1. Not declare or hold residency in any Amtgard group other than the Kingdom of the Emerald Hills and/or its subgroups. That is, those who claim the Emerald Hills as their "home" are residents and no one may claim residency in more than 1 (one) subgroup at time.
2. Occasionally participate in the functions of the Kingdom of the Emerald Hills or its subgroups
   a 'Occasionally' is defined as at least 4 (four) times in the 7 (seven) months immediately prior to the 2 (two) weeks before the end date of a vote.
   b 'Participate' is defined as attend, sign-in, and interact in accordance to the nature of the function as determined by the PM or the PM's designated representative.
3. Have Fun.

IV Subgroup (Park) Guidelines

A. When formed, Emerald Hills' subgroups acknowledge their responsibility to operate in a manner consistent with this document. To be an EH subgroup a park shall:

1. Not be a subgroup of any non-EH group
2. Have signed a petition to join and/or an official contract
   - a Approval of any subgroup contract with EH will be by majority vote of the EH Board of Directors (BOD)
   - b Should a subgroup not follow the requirements set forth in this section, the EH BOD can terminate the contract by majority vote.

B. Guidelines for all entity sizes and ages in relation to Awards

1. May not award Knighthoods
2. May not award Dreamkeepers, Hellriders, Masks, or Walker of the Middles
3. May not award non-class Masterhoods (Master of the Rose, Lion, etc.)
4. May award Titles of Nobility earned by tenure for a specific service listed in the Corpora (Baron, Baronet, Lord/Ladyship.) NOTE: May not award titles greater than that which the subgroup's Monarch is eligible to receive upon stepping down
5. May create new awards, orders and non-noble titles

C. Guidelines based on group size and age

1. Shire

- a May NOT award any class Masterhoods
- b May give any other non-reserved award up to level 3
- c To qualify for office one needs to enter a minimum of 3 entries per tournament (otherwise as per Monarch guidelines) in Crown Qualifications
- d May become a barony after achieving the following criteria:
  - i Minimum six months of satisfactory and continual existence under official, not petitioning, contract
  - ii Average attendance of at least twenty (20) different players per weekend per month for six (6) contiguous months
  - iii Approval of the current Monarch.
  - iv Any petitioning subgroup is treated as a shire regardless of size

2. Barony

- a May award class Masterhoods
- b May give any other non-reserved award up to level 5.
- c To qualify for office one needs to enter a minimum of 5 entries per tournament (otherwise as per Monarch guidelines) in Crown Qualifications
- d May become a Duchy after achieving the following criteria:
  - i Minimum one and one half years of satisfactory and continual existence under official contract with minimum six (6) months as a barony
  - ii Overall average attendance of forty (40) different players per weekend per month for nine (9) contiguous months
  - iii Approval of the current Monarch

3. Duchy

a May give any non-reserved award up to level 7.
b To qualify for office one needs to enter a minimum of 7 entries per tournament (otherwise as per Monarch guidelines) in Crown Qualifications

D. Confederate Subgroup Guidelines

1. Confederating Shires - A cooperative of at least three official EH subgroups with a desire to be self governing and:
   a With a proposed center at least 150 miles from the Geographic Center of Duncanville, Texas
   b Located in three separate cities within 75 miles of the proposed center point
2. Confederate Barony – A successfully contracted confederation of Shires that, as an entity, has met all the requirements of a regular barony and as such is allowed all Baronial level powers so long as it maintains at least two parks.
3. Confederate Duchy - A Confederate Barony that, as an entity, has met all the requirements of a regular Duchy and as such is allowed all Duchy level powers. To be promoted to this level the Confederacy of Parks shall also contain within the proposed exclusive territory at least two parks that include at least one barony.
4. Confederate Grand Duchy
   a The Confederacy of Parks shall have reached an overall average attendance of sixty (60) players per weekend per month for twelve (12) months
   b Shall have been a Confederacy for at least four years
   c Shall have maintained within the proposed exclusive territory at least two parks including at least one barony
5. Confederate Principality
   a The Confederacy of Parks shall have reached an overall average attendance of seventy-five (75) players per weekend per month for eighteen (18) months
   b Shall have been a Confederacy for at least five years
   c Shall contain within the proposed exclusive territory at least two parks and at least one duchy or two baronies
   d Met all expectations of the Burning Lands Kingdom Contract including, but not limited to, existence of a consistent Duchy level of authority for at least two years
   e Submitted, with the blessing of the EH, preliminary documentation and requested a presentation slot on the voting portion of the agenda CoM meaning they are merely waiting the required year for the next CoM meeting
   f May give any non-excluded award up to level eight (8).
   g Potential candidates need to enter a minimum of eight (8) entries per tournament in The Crown Qualifications as per kingdom Monarch

E. Miscellaneous Subgroup Guidelines

1. Subgroup Prime Ministers must assist the Kingdom PM in their collection of sign-in sheets. Toward that end they must submit their park records to ORK

at least once per month and provide copies of their sign-in sheets to the Kingdom PM at each Coronation and Midreign

2. Up to 20% of the overall average populace of a subgroup can be unaffiliated or visiting from another park for the purposes of calculating park size
3. Up to 10% of the overall average populace of a subgroup can be under the age of 14 for the purposes of calculating park size so long as the members are:
   a At least eight (8) years of age for half the specified date range
   b Obviously and willingly participatory in the activities and culture of Amtgard in the spirit of the Color class
4. Subgroups may be demoted by joint agreement of the Emerald Hills' Monarch and Emerald Hills' Prime Minister once per Monarchial term for
   a Failing to maintain the number of players required for its status for twelve (12) contiguous months
   b Failing to comply with other current contractual obligations including changes to the corpora or joint mandates of the Monarch and Prime Minister

V <u>Club Membership and Governmental Regulations</u>

A. A Dues Paid member is a resident who has paid dues for the current month; has been a resident of the Emerald Hills for the preceding 6 month period; and has their updated mundane contact information on file with an EH PM. The following privileges are available only to dues paid members over the age of 14, regardless of any "special permission" for underage combat granted by the Monarch as per the Amtgard Rulebook:

1. Voting in elections
2. Voting in Althings
3. Holding offices
4. Subscription to club newsletter
5. Receipt of Rulebook and Corpora

B. Elections for Club Officers

1. Shall be held by the Prime Minister with the exception of the Prime Minister elections which will be held by the Guildmaster of Reeves
2. Shall be held two or three weekends before Coronation event with the exception of PM and RGK elections which are held two or three weeks prior to Midreign. The Treasurer election is held annually the first week of March.
3. The winner will be chosen by majority vote. Unless otherwise specified in an office's description, votes will be drawn from the general pool of eligible voters
4. Only those who have been EH residents for at least six months prior to the election and are dues paid may vote in any election
5. The Monarch shall break any tie votes in an election. (This ability is in addition to the Monarch's normal right to vote because they are a dues paid resident.)
6. No office candidate may concurrently announce for more than one of the following offices--at the same group level: Monarch, Regent, Prime Minister, Treasurer, Guildmaster of Reeves

C. Removing Club Officers

1. Can be initiated by a petition signed by at least 20% of the active residents
2. Requires a 2/3 vote of all dues paid residents for removal (otherwise known as a populace vote).

D. Althings

1. An Althing will be held in all odd months (if no person has business to bring before the club, then there will be no Althing for that month)
2. An Althing must have an agenda that is announced at least 2 (two) weeks prior to the Althing
3. The Althing 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 Kingdom and its priorities
4. Althing items pertaining to the finances of the Kingdom or RGK Treasury may only be voted upon by members who are residents of parks within 150 miles of the Kingdom Center (Duncanville, TX)

E. Rules Changes

1. Any decision agreed upon by the Monarch and Prime Minister is law until the next Althing. (A duration of one to seven weeks)
2. Only the Althing, or the Monarch and Prime Minister, can change, add, or delete from the Laws of Amtgard or the governing laws of the Emerald Hills
3. Any suggested changes to a class must be first approved by the Guildmaster of that class
4. Permanent rule changes must be published and made available to the general membership. When reasonably possible, the same applies to temporary rule changes

F. Duties and Policies of the Treasury

1. Dues are $6 for six months (receipts will be given if requested).
2. Though not required of residents, the following privileges are available to dues paid members only:
   - a Voting in club elections
   - b Voting in club Althings
   - c Holding club offices
   - d Subscription to club newsletter
   - e Receipt of Rulebook and Corpora
3. Together, the Monarch and Treasurer may budget and approve expenditures for the operation of the kingdom. This includes expenses for:
   - a Midreign and Coronation - The Kingdom shall not expend an amount for an event Greater than the average of the Kingdom's portion of the gate revenue for the preceding three events of the same type, without prior approval at Althing.

> The offices of Monarch, Regent, Prime Minister, Treasurer, and Champion are not required to pay any dues (or event fees). That is, their dues paid status is frozen until they leave office. When they leave office their time remaining as dues paid resumes from where it was when they assumed office. (Normally adding 6 months to the dues paid "expiration date" will suffice).

Event of the same type refers to: Spring Midreign; Summer Coronation; Fall Midreign; Winter Coronation as distinct types.

b World Banner Wars - The Kingdom shall not expend an amount for World Banner Wars greater than the average of the Kingdom's portion of the gate revenue for the preceding three World Banner Wars for valid receipts submitted. Only the Authority of an Althing shall reimburse any receipts in excess of that amount.

c Tanglewood Forest - The annual payment as required by the Kingdom's lease.

4. Ancillary Expenses - The Monarch and Prime Minister may each spend 10% of the treasury every month to run the Kingdom
5. Expenditures that fall outside the scope listed above must be voted on and approved at an Althing

G. Under Age Players

1. Players under 14 years of age can be granted four levels of approval by the monarch:
   a Level 1: Park level permission to play in battle games
   b Level 2: Park level permission to play in park level trench battles & combat tournaments
   c Level 3: Kingdom level permission to play in kingdom ran battle games, & quests
   d Level 4: Kingdom level permission to play in kingdom ran trench battles & combat tournaments

VI <u>Club High Offices</u>

A. As some officeholders share powers or make decisions in conjunction with another officeholder no officer may concurrently hold more than one of the following offices at the same group level: Monarch, Regent, Prime Minister, Treasurer, Guildmaster of Reeves, and Champion

B. Monarch (AKA King/Queen/Emperor/Empress)

1. Must be 18 years or older
2. Only those who qualify at Crown Qualifications may run for Monarch
3. No Monarch may have the throne for more than two consecutive terms
4. Is not required to pay any event fees or dues during his/her term
5. Has the power to break tied Althings and Elections
6. Has an automatic seat on the BOD for the duration of his/her term
7. Presides over and conducts all ceremonies and functions
8. May grant ANY honor, order, title, or award mentioned in section “XI” of this document
9. May create new honors, awards, and titles
10. May award 3 (three) “special event” credits (see “Credit System,” above)
11. Could receive the title of Duke/Duchess at the end of his/her term
12. Shall descend from this office if he/she misses more than four weeks in a row or twelve weeks total (Exception - special situations will be taken into consideration by populace vote)

C. Regent (AKA Consort)

1. Must be 18 years or older
2. Must qualify as per Monarch
3. Is not required to pay any event fees or dues during his/her term
4. Will become pro-tem Monarch if the Monarch abdicates or is removed from office
5. May bestow the following orders: Crimson, Dragon, Garber, Lion, Owl, Rose, and Smith
6. Is responsible for and heads the Colleges of Arts and Science
7. May create new honors and awards in keeping with his/her duties
8. Is responsible for the next Crown Coronation feast
9. Is responsible for the Dragonmaster Cultural tournament
10. If a new Regent must be chosen, he/she must have qualified in the last Crown Qualifications
11. Could receive the title of Count/Countess at the end of his/her term
12. Shall descend from this office if he/she misses more than six weeks in a row or twelve weeks total (Exception - special situations will be taken into consideration by populace vote)

D. Prime Minister of Records (PM)

1. Must be 18 years or older
2. Has the power to appoint an assistant if he/she finds it necessary
3. Is not required to pay any event fees or dues during his/her term
4. May bestow the following orders: Crimson, and Lion
5. Is responsible for the following aspects of the club:
   - a Providing rulebooks and newsletters to EH Residents
   - b Must keep records of attendance and active members
   - c Must collect copies of sign-in sheets from all EH Subgroups.
   - d Shall administer all elections other than the PM elections
6. Could receive the title of Baron/Baroness at the end of his/her term
7. Shall descend from this office if he/she misses more than six weeks in a row or twelve weeks total (Exception - special situations will be taken into consideration by populace vote)

E. Prime Minister of Treasury ("Treasurer" or TR)

1. Must be 18 years or older
2. Has an automatic seat on the BOD and RGK for the duration of his/her term
3. Is not required to pay any event fees or dues during his/her term
4. Is responsible for the following aspects of the club:
   - a Maintain accurate records on the dues paid status of all club members
   - b Shall serve in the capacity of the club treasurer. This includes:
     - i Maintaining accurate records of the club treasury
     - ii Collection of all fees and dues
     - iii Maintaining accurate records on all club income and expenditures
     - iv Anything outlined in section V.F. "Dues and Policies of the Treasury"
   - c Shall present for publication at each Midreign a summary of group income, expenditures, balances, and debts for the previous 12 months

d Shall be responsible for maintaining an inventory of group assets. Within 4 (four) weeks of each Coronation, the TR shall verify the status of the Assets with the new Monarch and facilitate transfer of responsibility over the group Assets from the previous Monarch to the next. The list/status of group Assets shall be published in conjunction with each Midreign treasury report

5. Could receive the title of Baron/Baroness at the end of his/her term
6. Shall descend from this office if he/she misses more than six weeks in a row or twelve weeks total (Exception - special situations will be taken into consideration by populace vote)

F. Champion

1. Must be 18 years or older
2. Must qualify as per Monarch
3. Winner of the Champions Tourney shall be Champion for the reign
4. Is not required to pay any event fees or dues during his/her term
5. Maintains the lost and found for the Kingdom
6. May bestow the following orders: Gladius, and Griffin
7. Responsible that all weapons and armor have been checked for safety and legality
8. Responsible for organizing the battlegames on days when no pre-determined scenarios are scheduled
9. Is the defender of the Crown
10. Could receive the title of Defender after his/her term
11. Shall descend from this office if he/she misses more than six weeks in a row or twelve weeks total (Exception - special situations will be taken into consideration by populace vote)

G. Board of Directors (BOD)

1. Must be 18 years or older
2. There are seven seats on the BOD
   a One seat is held by the sitting Monarch
   b One seat is held by the sitting Treasurer
   c Five seats are filled via open ballot for one-year terms. The annual terms shall be staggered so that there are always at least two members that were active during the preceding six months.
3. The BOD will work with the Monarch and Treasurer in areas where the club has dealings with various government agencies and their institutions and laws
4. The BOD has no power to change, alter, or otherwise affect the Rulebook or Corpora
5. The BOD has no status in the order of precedence and no jurisdiction over internal club functions

VII <u>Kingdom Events</u>

A. Crown Qualifications (AKA Crown Quals)

1. Suggested date held: one or two weekends before Crown Elections

2. Sponsors: the two highest ranking club officers not running for high office (one to run war events, one to run cultural events)
3. Any Amtgardian, regardless of residency, may enter
4. Crown Contestants are required enter a minimum of 10 (ten) Crown Qualification cultural and war events (each). In addition, to successfully qualify, a contestant's cultural entries must average at least a 3 (three) on a 5 (five) point scale. Only the contestant's highest 2 (two) entries in a category may be figured into this average
5. Crown Election Contenders must pass an Emerald Hills Corpora and Reeves test.
6. All cultural entries must conform to the following criteria
   a No more than three entries per person per category
   b The same item can not be entered in two or more categories
   c An item can not be entered in more than one Kingdom Level Crown Qualification Tournament
   d Additional restrictions as specified by the event sponsor
7. Awarding outstanding entries Orders of the Warrior, Dragon, Owl, Garber, and Rose is encouraged
8. More specific rules for these qualifications shall be put out by the sponsors at least six weeks prior to the date set for Crown Qualifications

B. Crown Elections

1. Suggested date held: two or three weekends before Coronation (see section "V. B. Elections"
2. Sponsor: Prime Minister

C. Champion's Tournament

1. Suggested date held: in conjunction with the Crown Elections
2. Sponsor: as per Crown Quals and the Guildmaster of Reeves

D. Coronation

1. The event where the winners of the Crown elections (and the new Champion) assume office
2. Suggested date held: second full weekend in June and December
3. Sponsor: outgoing Monarch

E. Crown Coronation Feast

1. Suggested date held: in conjunction with Coronation
2. Sponsor: outgoing Regent

F. PM Elections

1. Includes selection of Prime Minister and the filling of Royal Grounds Keepers seats
2. Suggested date held: two or three weekends before Midreign
3. Sponsor: Guildmaster of Reeves

G. Dragonmaster

1. This is a cultural tournament similar to the cultural component of Crown Quals

2. Suggested date held: one or two weekends before PM Elections
3. Sponsor: Regent

H. Weaponmaster Tournament

1. This is a passage of arms in several different weapons classes. The winner of this tournament will hold the title of Weaponmaster for six months
2. Suggested date held: in conjunction with Dragonmaster
3. Sponsor: Guildmaster of Reeves

I. Midreign

1. The event where the winners of the PM and RGK Elections assume office
2. Suggested date held: second full weekend in March and September
3. Sponsor: Monarch and Regent

J. World Banner Wars

1. Every year EH hosts a full class team tournament with participants from throughout Amtgard
2. Suggested date Held: The second full weekend of October.
3. Sponsor: As selected by the Monarch and PM. Said selection is to occur at least 6 (six) months prior to the event

These relics change ownership each Coronation
• Gauntlets of Ogre Power • Homestone • Mithril Chain • Orb of Healing • Sword of Flame
These relics change ownership each Midreign
• Bow of Malice • Dagger of Infinite Penetration • Ring of Power • Heimdall's Horn • Shield of Reflection

VIII <u>Guildmasters, the Guilds and Class Masterhoods</u>

A. Reeves Guild

1. Made up of people who have passed the Emerald Hills Reeves test within the last six months with a score of 75% or better and the current GMR. The Emerald Hills Reeves test shall have at least 100 questions
2. Reeves have the following powers over the battlegames (under the jurisdiction of the Monarch and the GMR):
   a May add newcomers and adjust the teams 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 take time off a person's death if he died especially well
   e May declare a person dead if he/she is persistently causing problems
   f May declare the end to a game if play is stagnating
   g May appropriate additional reeves if they are needed
3. Reeves are responsible for the following:
   a Must ensure that the games are safe to 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 one game per month

B. Guildmaster of Reeves (GMR)

1. Chosen from the Reeves guild by election at the Crown Elections. Only members of the Reeves guild may vote in this election
2. Works with the Monarch and Prime Minister to ensure the rules are applied accurately, fairly, and honestly
3. Works with the Champion in checking armor and weapons for safety and legality
4. Ensures that the members of the Reeves guild follow the proper rules of the class
5. Ensures that there is an appropriate number of reeves at any Amtgard event and that the conduct of reeves is competent and fair
6. Is the Crown's adviser on the rules
7. May administer a level test for any class.
8. Will administer the Emerald Hills Reeve's test every six months at Crown Qualifications
9. Shall administer the PM elections
10. Dismissal is by a decision of the Monarch, Prime Minister and the Reeves Guild

C. Interkingdom Rules Representative

1. The Interkingdom Rules Representative is responsible for suggesting and discussing changes and clarifications to the Rulebook as per the Rules Revision Process.
2. The Interkingdom Rules Representative is appointed and dismissed by a joint decision of the Monarch, PM, and GMR.
3. The appointment's term is open-ended to allow for consistency, however the appointee resigning or being dismissed can end the term.

D. Colleges of the Arts and Sciences

1. The Regent shall choose the guildmasters of Arts and Sciences. Although the guilds will vary, the following are examples:
   a Arts - Art, Garbers, Literature, Minstrels, Theatre
   b Science - Heraldry, Sages, Engineers, Gladiators, Smiths
2. Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline in the club. For instance, the Guildmaster of Heraldry collects and maintains the personal symbols and person histories of all club members. They are also required to inform the Monarch and/or Regent when individuals do work worthy of an award within their area of responsibility.

E. Class Guildmaster

1. Class Guilds include all fighting guilds (warriors, healers, barbarians, etc.)
2. Each fighting guild, the Circle of Knights, and the Circle of Steel will each vote for their guildmaster at the Crown Elections
3. Guildmasters must be at least 2nd level unless no other qualified candidates are available
4. One must have participated in a guild in the past six months in order to vote in the election of that guild's guildmaster

5. Guild members must pass a verbal and/or written test given by the guildmaster in order to advance in level.
6. Guildmasters have the following responsibilities:
   a Ensure that guild members follow the proper rules of the class
   b Monitor their class and present ideas for improvements and possible solutions for problem areas to the Monarch and the Althing
   c Help new people to learn and play by the rules
   d 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 and Guild meetings will be held every even numbered month
9. If the proper Guildmaster is unavailable, or if the sitting Guildmaster needs to test, then three other Guildmasters may give the appropriate test.

F. Masterhood in the Reeve and Fighting Guilds

1. Awarded to the outstanding members of each guild.
2. Awarded by the Monarch with the consent of the Prime Minister and Guildmaster of the involved class.
3. A player may be awarded Masterhood in the Reeve class after 12 weeks of experience as a Reeve.
4. Does not grant any special play abilities beyond those normally available to a non-master.
5. Masters are entitled to wear on their garb a slash or stripe of that Guild's color as denoted in the following table. If this stripe is inset on a belt or sash of the same color, then black or white borders may delineate it.

Belt favor colors for the Fighting Classes

Class	Belt Favor Color	Reason for Color
Anti-Paladin	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	Tree's and Earth
Healers	Red	The Blood they clean up
Monks	Gray	Humble Beginnings
Paladins	Purple/White	Royalty and Good
Scouts	Green	Woodlands
Warrior	Silver	Steel and Armour
Wizard	Yellow	Enchantments and Spells

G. Circle of Steel

1. Shall be composed of the captains of all companies with three of more participating members
2. Shall organize and initiate company related activities within the club

IX <u>Tanglewood Forest and the Royal Grounds Keepers</u>

A. EH has signed a 99-year lease to some rural property in Silver City, Texas (west of Corsicana). *Primarily used for special events such as Coronation and Midreign, it provides us with a place to call our own, free from the distractions and restrictions of mundane life.*

B. Management, development, and maintenance of Tanglewood Forest is handled through the Royal Grounds Keepers (RGK).

C. RGK Membership is made up of seven dues paid club members. The RGK Seats are filled as follows:

1. Three seats are filled via open ballot at the PM elections for one-year terms. The annual terms shall be staggered so that there is always at least one member who was active during the preceding six months.
2. One seat is filled by the land's legal (mundane) owner.
3. One seat is filled by the RGK Membership's decision.
4. One seat is filled by the Kingdom Treasurer.
5. One seat is filled by the Monarch of the Emerald Hills or by a Monarch appointed representative that has been approved by the RGK. Should a sitting RGK member assume the office of Monarch, said person must immediately appoint a successor that meets with RGK approval so that no member holds two seats at the same time.

D. The Monarch may appoint Pro-Tem members to fill vacated positions until the next scheduled Emerald Hills' election, where a member shall be elected to finish the term of the vacated seat.

E. RGK Funds

1. The Kingdom Treasurer shall maintain a bank account for RGK funds
2. The RGK shall spend funds only on the development and maintenance of Tanglewood Forest.
3. RGK Funds are generated from the following sources:
   a 50% of the gate fees from Emerald Hills events held at Tanglewood Forest
   b Tanglewood Forest may be sub-leased for non-Emerald Hills events on a case-by-case basis
   c Funds raised from sub-leasing the land to other organizations
   d Donations from the Emerald Hills Kingdom Treasury
   e Private donations
4. The RGK must adhere to the following provisions before the Kingdom of the Emerald Hills can donate funds from the Kingdom Treasury to the RGK
   a An RGK Funds Requisition Form must be filled out and submitted to the Treasurer for presentation at an Althing
   b The RGK must provide an itemized Reconciliation, including receipts, of the money donated from the EH Treasury

The land known as Tanglewood Forest is owned by and leased from David Hall AKA Ewen McFadden. As of this date (May2009) he may be reached at:

1095 CR 3055

Purdon, TX 76679
McFadden@MidnightSun.org

5. Shall present for publication at each Midreign a summary of RGK income, expenditures, balances, and debts for the previous 12 months

X Court Appointees

A. Head of Security (AKA Magistrate, Constable) and Security (AKA Deputies)

1. Head of Security is appointed by the Crown for the duration of an Amtgard function
2. Additional Security personnel are deputized by the Head of Security from among the Kingdom's residents on an as needed basis
3. Responsible for patrolling Kingdom functions to control mundane (real life) theft and/or harassment. In addition, they enforce mundane event/site rules.

B. Captain of the Guard

1. Appointment and dismissal are at the Monarch's discretion
2. Is in charge of "in game (role-playing based)" security at all Amtgard events.
3. Ensures that the Monarch and Regent are properly escorted
4. Shares duties with the Champion in terms of carrying out the policies of the Crown

C. Crown's Guard

1. Does not include the Champion, the Regents Defender, or the Captain of the Guard
2. No more than ten people—chosen by the Monarch and Regent—shall fill these positions
3. Shall Escort the Crown and aid the Captain of the Guard in his/her duties

D. Regent's Defender

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

E. Scribe

1. Appointment and dismissal are at the Monarch's discretion
2. Is responsible for publishing a bi-monthly club newsletter
3. Is responsible for keeping a list of awards, titles, and knighthoods issued by the Monarch during the reign
4. Print any fliers, letters, or other news of the Crown and Prime Minister
5. Work with the Monarch and PM to maintain a yearly calendar of events
6. Keep the minutes of all Amtgard meetings and Althings

F. Court Bard

1. Appointed and dismissed at the discretion of the Monarch
2. For organization and performance of the arts at official club functions

G. 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

XI Titles, Orders, Honors and Awards

A. Officer Title Equivalents

1. Subgroups have their own offices of Monarch, Prime Minister, Regent, and Champion. To distinguish those offices from their Kingdom level equivalents, subgroups use the following chart to determine the appropriate nomenclature as described in the following table:

Kingdom	Duchy	Barony	Shire
Monarch	Duke	Baron	Sheriff
Regent	Ducal Regent	Baronial Regent	Shire Regent
Prime Minister	Chancellor	Chancellor	Chancellor
Champion	Ducal Champion	Baronial Champion	Shire Champion

2. The suggested titles awarded for former high office holders of subgroups are in the following table

Office	Kingdom	Duchy	Barony	Shire
Monarch	Duke	Baron	Baronet	Lord
Regent	Count	Baronet	Lord	Master
Prime Minister	Baron	Lord	Master	Esquire
Champion	Defender	Master	Esquire	Esquire

B. Titles of Nobility, Lesser Titles of Honor (Equivalents)

1. Duke/Duchess (Doge, Dux, Herzog) Suggested criteria serve the club six months as Monarch
2. Count/Countess (Earl, Comes, Comite Graf, Jarl) Suggested criteria serve the club six months as Regent
3. Marquis/Marquise (Markgraf, Marchioness {feminine}, also roughly equivalent to Margrave, Mark) Suggested Criteria serve in each of the following: Monarch, Regent, Prime Minister/Treasurer
4. Viscount/Viscountess (Vocomte) Suggested criteria have held the following positions: Champion, Weaponsmaster
5. Baron/Baroness (Thane, Daimyo) Suggested criteria serve the club six months as Prime Minister or Treasurer. Also awarded for six months service as Duke of a Duchy
6. Baronet (none) Suggested criteria serve in a pro-tem position for any of the following positions: Monarch, Regent, Prime Minster, Treasurer, Champion. Also awarded for six months service as Baron of a Barony or Regent of a Duchy
7. Lord/Lady (none) Suggested criteria discretion of the Monarch (service to the club). Also awarded for six months service as PM of a Duchy, Regent of a Barony, or Sheriff of a Shire.
8. Defender (none) Suggested criteria serve the club six months as Champion
9. Master (none) Suggested criteria discretion of the Monarch (service to the club). Also awarded for six months service as Champion of a Duchy, PM of a Barony, or Regent of a Shire.
10. Esquire (none) Suggest criteria discretion of the Monarch (service to the club). Also awarded for six months service as Champion of a Barony or Shire, or as PM of a Shire.

Order of Precedence Royalty – Nobility – Peerage
Monarch Prime Minister Regent Treasurer Duke/Duchess Count/Countess Champion Marquis/Marquise Viscount/Viscountess Baron/Baroness Baronet Knighthood Warlord Lord/Lady

Order of Precedence Other Positions
Guildmaster of Reeves Captain of the Monarch's Guard Scribe Guildmaster of all other guilds Royal Guard members Master: orders, service guilds Captain (company), Lord (household) Sergeant (company) Master: fighting guilds Squire Reeves Guild Other company officers Populace

C. Orders

1. The Monarch may give all awards listed here.
2. Those the Regent may also give are marked with an "*" (asterisk).
3. **Crimson*** for service to the club (but not enough for a Rose)
4. **Dragon*** See Amtgard Rulebook for definition and application of this award.
5. **Dreamkeeper**
   a For outstanding contributions to the atmosphere of Amtgard
   b Limitations: only one may be given in each Monarch's reign
6. **Emerald**
   a For good preparations (garb, armor, weapons, knowledge of the rules)
   b Limitations: must be a newcomer (first six weeks)
7. **Flame**
   a Given to a group for outstanding contributions to the club
   b Limitations: only one may be given in each Monarch's reign
8. **Garber*** See Amtgard Rulebook for definition and application of this award.
9. **Gladius** for excellent death on the battlefield or tournament field
10. **Griffin** for courage, chivalry, and honor on the battlefield or in a tournament
11. **Hellrider** for withstanding a serious accident, major transportation problems, or overcoming overwhelming odds en route to an attended Amtgard function
12. **Hydra** for entering enough Crown Qualifications events to qualify for the Crown tourney
13. **Jovious**
    a For outstanding attitude
    b Limitations: only one may be given in each Monarch's reign
14. **Lion*** See Amtgard Rulebook for definition and application of this award.
15. **Mask**
    a For outstanding portrayal of persona
    b Limitations: only one may be given in each Monarch's reign
16. **Owl*** See Amtgard Rulebook for definition and application of this award.
17. **Phoenix** for voluntarily protecting the Crown (by filling in for absent guard members)
18. **Rose*** See Amtgard Rulebook for definition and application of this award.
19. **Smith*** See Amtgard Rulebook for definition and application of this award.
20. **Walker of the Middle**
    a For exemplification of the ideals and conduct of reeves
    b Limitations: a person may never receive more than one of these
21. **Warrior**
    a See Amtgard Rulebook for definition and application of this award.
    b See adjacent table for applicable Belt Favor Color and Animal.
22. **Zodiac**
    a For outstanding contributions in any one month
    b Limitations: only one may be given each month

Level	Belt favor	Animal
1	Green	Snake
2	Blue	Boar
3	Red	Mongoose
4	Brown	Bear
5	Rust	Hawk
6	Grey	Wolf
7	Orange	Tiger
8	Black	Panther
9	Purple	Dragon
10	Red with a yellow border	Phoenix (Warlord)

D. Masterhood in the Service Guilds and Orders

1. Awarded by the Monarch for achieving the criteria set forth in the Amtgard Rulebook
2. Denotes excellence in contributions to the club in the area listed (see the Amtgard Rulebook for explanations of the orders and masterhoods available)

E. The Orders of Knighthood

1. Knight of the Crown - A civil order for serving in the highest club offices
   a Colors: white trimmed with gold
2. Knight of the Flame - A service order for contributions to the club
   a Colors: white trimmed with red
3. Knight of the Serpent - An achievements order for excellence in the arts and/or sciences
   a Colors: white trimmed with green
4. Knight of the Sword - A military order for fighting skills and battlefield prowess
   a Colors: white trimmed with silver
5. A Knight may choose to take one or more squires.
   a The garb of a squire is a red belt

F. Knighthood

1. The Monarch may knight people (other than themselves) into any of the four categories
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 recommended criteria as described in the Amtgard Rulebook and have the approval of a majority of the voted EH Knights Circle
   a Note - Achievement of the criteria set forth does not automatically grant Knighthood
4. If there is any dispute about a Knighthood, a formal complaint and/or petition must be submitted to the Monarch and Prime Minister