

TALES FROM THE BURNING LANDS

Special Summer '97
in Review Issue

From the Monarch

The Burning Land's new era of colonialism continues to flourish. We now have a total of 19 lands, with the newest being the Shire of Darkwater East in Gainesville, Florida and the Shire of Zupanija pod Brijegom Medvjedjim in Zagreb, Croatia. If you know of someone that wants to start a new group, contact me or any member of the Board of Directors (BOD) and we will provide them with a starter kit. A starter kit costs \$10 and comes with Amtgard: Handbook on the Rules of Play, Amtgard: A Beginners Guide, Amtgard: the Corpora of Bylaws, and a copy of the contract. The \$10 is only to cover the cost of the copies. Don't have \$10? All of these publications and more are available on the world wide web at <http://www.amtgard.com> for FREE.

There is a lot happening in the next few weeks so be sure to check the calendar of events. The big event that is coming up for the Burning Lands is our Coronation XXXI which is going to happen concurrently with the 8th annual Olympiad at Caballo Lake, NM on October 24 through 26.

The Olympiad is being hosted by His Majesty Phocion of Dragonspine. Look for the flyer in this newsletter to find out more about Olympiad.



The Burning Lands and friends cheer their victory at Harvest War!

While the coronation is the main event, there are several activities that lead up to it. We will be having crown qualifications and elections on

two weekends in October. If you are new to Amtgard, crown qualifications is a process by which a person who wants to run for office (King, Consort, or Champion) in our group proves their worth before the populace for the right to run for office. Please note that everyone is invited and encouraged to compete in qualifications. One must qualify in several Arts and Science competitions and pass a test of the rules of Amtgard to be eligible to run for office at the time of elections. The week after crown qualifications we vote for our new monarch. To be eligible to vote, you must be a dues paid member of Amtgard, have been in Amtgard for more than six months and have attended Amtgard at least six times in the past six months. If you have questions about your attendance, just ask our Prime Minister, Savaen.

Do you know someone that deserves an award for something they've done in Amtgard? Is there something you would like to see our group do? Do you want to help out with anything? Everyone's ideas and help are welcome! Please contact me at the park or drop me a note.

Sir Ivar Nefarious the III
30th King of the Burning Lands



Awards Granted At Clan XV by King Ivar:

Barony of Aradix (L.A. - Area)

Lars Magnus -
1 griffen
1 Lion
1 Rose

Barony of Silverwater (Palmbeach, FL)

Advancement to Duchy

Kheldan Blackblade -
Title of Esquire
Loyal -
Title of Baronet
7th Order of Warrior
1 Rose

Roger Shrubstaff -
Knighthood of the Flame
Title of Baronet
Seoman Bishop -
Title of Lord
6th Order of Warrior
William Axeperson -
6th Order of Warrior

Kingdom Of The Burning Lands

Asmund -
Title of Baronet
Savaen -
2 Lions
Trinity -
Knighthood of the Crown

Others:

Brute Squad - Order of the
Clan
Diego - 3 Dragons
Axgar, Bobby, - 1 Lion
Dragos, Marzilla
Gwynna - 1 Lions
1 Rose
Snicker - 1 Owl

Olympiad VIII

The 1997 Olympiad will be held in the month of October concurrent with the Burning Lands Crown ceremony at Caballo Lake, the weekend of October 25th. This event has the highest level of competition in both the cultural and combat sides of Amtgard. All are welcome to participate.



King Phocion and Squire Spirit of Dragonspine

Fighting Events:

Will be single elimination tournament. All bouts will be strictly reeved (I am looking for a few reeves with guts) and unruly combatants will be removed from the tourney. Points will be awarded for the following: 3 for first, 2 for second, 1 for first, and for winning a bout. The person with the most points at the end of the tourneys will be the War Olympian.

War Events:

1. Single short sword
2. Florentine (Dual short swords)
3. Short Sword and Medium Shield
4. Polearm / Staff
5. Open Weapon (any Amtgard Legal Melee Weapon / Shield)

In the case of a tie in the final score, the opponents will fight to the death with their preferred weapon combination. (Note: there are not many events because I expect a list of 80+ to form and that will take _several_ hours. All flails will be no more than 3 ft. in total length, unless they are wielded two handed; polearms do not have to have

their shafts padded; unsafe or blatantly illegal weapons will be removed by reeves or the War Autocrat. The Amtgard rating system will be used, find out what you are rated, because the tourneys will be power matched.)

Cultural Events:

With each event is a brief description of the category. All entries may not have been entered in any previous Olympiad, and they must be original works from the entrant. I will not demand that you pour the molten copper for every rivet, or pluck up cotton for the thread, but use common sense. Joint entries will be allowed and judged, however they will not count towards either persons total score. The winner of the Cultural Olympian will enter at least 10 separate categories. The entries will be judged on a 5 point scale, 1 being the lowest, 5 being the highest, broken into tenths (a.k.a. 4.2, 2.3, etc...) The best score from each category entered will be used. The highest average score, with a bonus of a .05 of a point for every category over 10 entered will be the Cultural Olympian.

For the latest information checkout the Olympiad web page at:

<http://www.amtgard.com/dragonspine>

Clan XV

or

"I used to rape and pillage, but now I like to SING!"

Quote of the event: "I need a stud!" - Sir Ashke, making a general statement which had unexpected, but not unwelcome, results.

The short description: 5 breasts (don't ask. . .), Aramithris in the "Great Valley", the Clueless Club, latex dolls, a relocated pack of wolves, full-contact checkers, fire pit migration, chainsaws and shotguns, surprise breasts (for a total of 7!), MIB, childrens' chewable estrogen, phasers set to "Maximum Prick", uselessly long meetings, Yoda, great hats (and only HALF of them brass!) balloon animals, garbers, Amtgard: The Musical, deep-throated aliens, flying idiots and more than one way to skin a Kat

The Marsellus Wallace Award for Getting Medieval On Someone's Ass: Lief. Let's just say that thanks to him, they had to carry the Dog-Boy. . .

The "Let's kill Lassie while we're at it!" Award: The unidentified weirdo who tried to make King Ivar and Sir Aramithris move in favor of Zol before crossing the Clan autocrat

Runner up: House Impossible, for finding a well-liked guy and his well-liked friends in their well liked camp. . . And making them get up and move a GP Medium and five other tents at an ungodly hour of the morning.

The Metallica Award for not being what they used to be: The Corsairs. This is your brain. . . This is your brain after years of drugs, booze, bad choices, a marriage, 2.4 kids, a poodle named "Ozzy" and a cat named "Jagger"... Any questions?

The Just Plain Clueless Award: Raph. . . (sigh)

Best new slogan for a less than kingdom level chapter: Pegasus Valley... "We really ARE getting better!"

Best new slogan for a kingdom level chapter: Emerald Hills... "No where in Amtgard will you find a more wretched hive of scum and villainy!"

Best Of Luck at the 1997 Lumber-Jack Games to. . . : Sir Ahira and Master Barton

And the 1997 Idiot Toss goes to. . . : Rift, he tossed Nicholas 20 miles into the air causing that boy to burst into flames on reentry! When Nick hit the ground, there was the sound of a million thunderbolts all going off at once! And that kids, is how the Grand Canyon was formed!

The 1997 Inductee to the Mental Woman Hall Of Fame: Ivar (reflective silence)

Newest prospect for an Amtgard - based movie: "Mallclaws" featuring J and Silent Bolt

The Best New Song Award: Tie: "Age Of Nefarious" and "500 Boxes" BOTH by TankGirl and the Rippers.

Most Long-Winded Award: The Dragonspine knight's vigil for

Tristan. You stay up for hours and listen to mind-numbing babble. . . Good training for a Dragonspine belted circle.

Runner-up: The Wolves meeting. Come on guys, even the Claw Legion has a time limit!

The George Reeves Award for most Kryptonian behavior: Mithrandir. . . The Burning Lands' yellow sun has made him nigh-invulnerable, be sure to pack your kryptonite polearm next year!

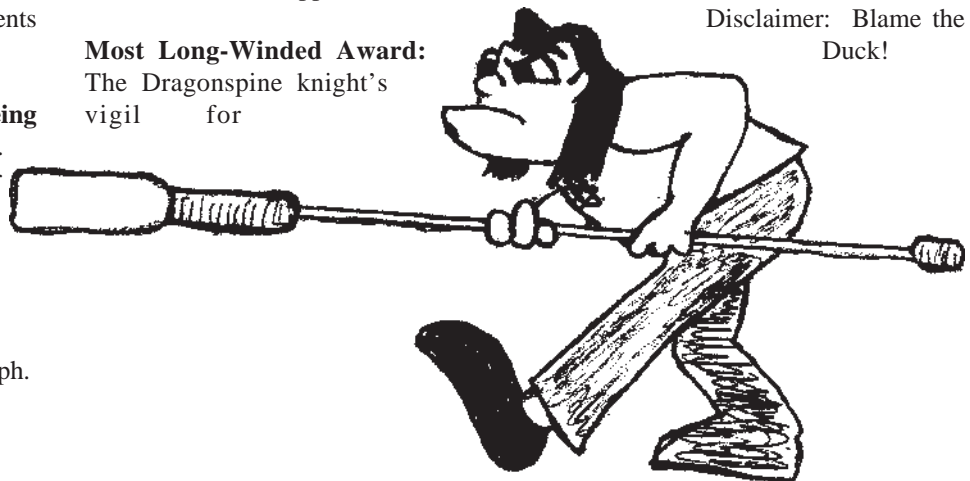
The Versachi Memorial Fashion Award: Kelrick, even while on the ground puking due to near-alcohol poisoning he was still able to keep his fun-body tiger-stripe leotard from getting dirty.

And finally, Congratulations to. . . : Diemos, as we got to see, he married a fine set of breasts (and the woman ain't to bad either)!

Overall, not exactly a great Clan but better than staying home for the weekend.

Awck!
Captain Black Parrot (In the fine comic tradition of discolored birds)

Disclaimer: Blame the Duck!



Crown Qualifications - Saturday, October 4th

(Deadline for entries is 11:00 a.m.; Judging begins at 12:00 noon.)

GREAT ENTRIES YOU CAN'T

ENTER: You can't enter anything that has ever been entered in any other Burning Lands crown qualifications. You can't enter, as an individual entry, anything that you have not made at least 90% of. Joint entries are allowed and encouraged and will be given 1/2 credit (or up to 1/4, 3/4, or etcetera if you are really into doing things by committee). Anything else goes including prior Olympiad entries or items which have been entered in events in this kingdom or others 'below' the crown qual level (such as Dragon Master, etc.). You also can't enter anything on the day of quals after the registration deadline of 11:00 a.m. Judging will begin promptly at 12:00 noon.

QUALIFICATION PARAMETERS:

To qualify to run for Monarch/Consort or to contest for Champion: If you have been a contributing member of Amtgard, Kingdom of the Burning Lands* for at least six (6) months and officially declare your candidacy to the Prime Minister, Squire Savaen, by no later than Saturday, September 27th, you must score a minimum of 3.0 averaged over at least seven (7) qualification categories. War events do not count toward qualifications. You must also take and pass a Reeves Test with a minimum score of 75% (the Reeves Test is counted as an entry).

*This includes all sub-groups of the Burning Lands provided they have a signed contract which was received and completed by the kingdom at least six (6) months prior to the date of qualifications.

Reeves Test: The Guildmaster of Reeves (Aramithris) will administer the reeves test at the park on the day of qualifications. A second test will be available for you if you don't pass the first test or if you want to try and better your score. **Note:** The degree of difficulty is the same for both tests.

OTHER TESTS: There will also be a heraldry test and a corpora test for those who really want to show off. These tests will be available at the park on the day of qualifications. You may use either test as one (1) qualification entry but not both. Test scores will be divided by 20 to yield a score which will match the rest of the qualification categories. Aramithris will administer the corpora test and Gwynne will handle the heraldry test.

JUDGES AND JUDGING: We did our best to select five judges with arts and science knowledge and lack of company or personal bias and attempted to get as broad a company representation as possible. Scoring will be from 0.5 to 5.0, totaled and averaged. Entries will not be judged against other entries but rather on what would be considered ideal or excellent for that category.

GAMING: (Thursday, October 2 at 900-A Stockwell... 6:00 p.m. until finished. If requested there will also be gaming at the park on Saturday, October 4th. Sign up with either Aramithris or Gwynne)

Tentatively, will consist of the following games: Chess, Magic-The Gathering, Spades... If you want to have other games included (pente, hearts, backgammon, etc), and you can dig up a sufficient number of players, we'll be glad to include them. Please sign up with the autocrat by Saturday, September 29th so we'll know how much to provide in the way of drinks and munchies for participants. You can sign up for any and all games but only the one in which you get the highest score will be considered as an entry for qualifications.

WAR EVENTS: (Saturday, October 4th at the park)

Sign-in for war events up to 12:00 noon and first event starts at noon. Nikos is war events autocrat and he'll be

at the sign-in table. Categories are as follows:

1. Single Sword - Total length of sword must be three (3) feet or under.
2. Florentine
3. Sword & Shield
4. Open Class
5. Two Man Teams

WRITTEN ENTRIES: Kindly turn in entries to the autocrat by no later than Thursday, October 2nd. Even better, give them to Gwynne at the park on Saturday, September 29th.

Consist of 1) Poetry, 2) Factual and 3) Composition. We'll need one copy of your literary genius for each of the five judges, so kindly provide five (5) copies of each submission. Typeset copies are preferred but if you want to scribble your deathless prose on the back of an old envelope, and you think the judges can read it, by all means feel free to do so. You may also illustrate, decorate and otherwise embellish your entries but such adornments will not count toward your score. Influencing the judges by double spacing and a non-justified right margin is heartily encouraged.

ENTRIES JUDGED AT THE PARK (Beginning at 12:00 noon, Saturday, October 4th):

Flat Art: Just what it sounds like... any art on a flat surface. This includes calligraphy, scrolls, photography and computer generated art as well as the more traditional mediums.

Three Dimensional Art: Sculpture, string art, ceramics, wire, wood carving, bas relief, soft sculpture... just about anything that is designed to be viewed from at least three sides. **Note:** We don't care how cute they are, you can't enter your kids in this category (nor in active construction).

Court Garb: Any garb that fits the expression, “Well, I certainly couldn’t wear *this* in a ditch battle.”

Fighting Garb: Any garb that fits the expression, “Well, I certainly wouldn’t wear *this* to court.”

Garb Accessories: Accessories to enhance garb, i.e., belts, hats, sashes, favors, pouches, foot gear, gloves, bracers, hoods, garlands, jewelry, stomachers, etc., etc., etc. **Note:** Primary garb items such as tunics, dresses, capes, etc. are not applicable to this category.

Active Construction: Construction in which moving parts are integral to its primary function, i.e., a catapult, a bow, a water clock, a functional compass...By ‘pushing’ the definition, you could even enter a hinged, lidded chest as the lid moves and is necessary to the function of the chest or even a chess board with chess pieces, all of course provided you made them totally from scratch.

Passive Construction: A three dimensional functional object such as a table, chair, chess board, candle holder, lantern, wine box, serving tray, feast gear... knock yourself out!

Banners & Favors: Any banners, be they personal device, company device, kingdom/group device or just plain cool to look at. Likewise with favors.

Bardic: Will consist of singing, instrumental, dance and oratory. There is a possibility that all bardic forms will be judged as one category depending on the number of entrants.

Needlework: Any hand needlework to include embroidery, quilting, macrame, tatting, weaving, knitting, crochet, needlepoint, rug hooking, cut-work, etc. Should be Amtgard related in theme and original designs will be given preference.

Jewelry: Any Amtgard/Period/Fantasy related hand assembled or crafted jewelry. This category could be deemed to include crowns, coronets and the like.

Main Dish (Cooking): Includes any main dish or side dish to exclude desserts. Preserved foods such as jerky, home canned foods or dried foods also fit in this category as do marinades, dressings, oils and vinegars..

Desserts: Something sweet that you do not have room for after a really big meal..

Vintners: Any fermented, macerated or steeped alcoholic beverage: ale, beer, cordials, mead or wine. Mixed drinks are not considered as a valid entry, so even if you make a marvelous Bloody Mary it’s not an eligible vintners entry.

Swords (Amtgard Legal Weapon): Just what it sounds like and minus points for unsafe entries.

Shields (Amtgard Legal): Ditto the above.

Other Weapons (Amtgard Legal): Any weapon that does not fit under the Sword or Shield categories. Would include, amongst others, flails, mads, throwing knives, axes, pole arms, spell balls, etc.

Armor (Amtgard Legal): Any armor, any material and must be ‘rated by the entrant’, i.e., 1 point, 2 point, etc.

The Rose: Anything at all made for the benefit of, and always available for the use of the Kingdom of the Burning Lands or for the betterment of International Amtgard. Items for the exclusive use or enhancement of an individual, household or company do not qualify for The Rose.

The Owl: Any Amtgard publication which has at least kingdom circulation via printed or electronic media. Company and household publications do not qualify for The Owl unless they are

provided and circulated to the main membership at a cost not to exceed actual production expense.

OTHER PERTINENT INFORMATION:

For proper consideration by the judges, all entries should be accompanied by a 3x5 inch card (or piece of paper) giving a short history of the entry such as what is it, how did you make it, what did you make it of, where did you get the idea, techniques employed... i.e., any information that will enable the judges to better appreciate the qualities of the entry.

Display areas: Every effort will be made to provide adequate display areas for the entries, however, if you have sources, bringing card tables and folding picnic tables is not only a good idea for your own entries but will help other entrants as well (you, of course, get first choice of space for your entries over those of others).

Minimum number of entries for a category: There ain’t no such thing, however minimum score to place in any category is 3.0. This is considered fair warning to anyone who wants to enter an old pup tent as a place encampment.

What happens if there is no category listed for an entry?: Schmooze with the autocrat. If you enter a place encampment reminiscent of the Royal Palace, place encampments *will* be a category even if there are no other entries. On the other hand, see the pup tent reference above. Another example would be specialty garb for mythical beings or monsters (dragons, fairies, dryads, giants and so on)... If you have such an entry, the category can be added.

What if my entry is damaged, lost or stolen? The autocrat and willing slaves will make every attempt to safeguard all entries, however no responsibility for the security of any entry is either implied or given. All entrants are encour-

aged to collect their entries immediately following judging.

I'm really proud of my entries and anxious to know how they do, so can I hang around and watch the judges 'do their thing'?: Sorry, but no, you can't (judges tend to be terminally bent because they got roped into judging in the first place... never hang around an irritated judge- very dangerous!). However, complete scoring results will be made available to all entrants... the same day at the park if possible; the day after via phone if you want to call 544-0191 after 1:00 p.m. or hard copy by the Saturday after qualifications (at the park).

I have this great entry but I'm not sure what category it belongs in:

Not a problem; (see autocrat schmoozing above) many entries qualify for multiple categories. Best bet is to 'case' the other entries in all applicable categories then enter the one where your entry will have the best chance to place. An extreme example would be a decorated cake of professional quality- you would probably enter it in desserts of course but you *could* enter it in 3-D art if you had a mind to. Jewelry can also be entered in garb accessories or in 3-D art and a hand made and decorated storage chest, could be entered in flat art, 3-D art, passive construction, active construction or part of a place encampment.

Splitting categories: The autocrat has the option of splitting categories, i.e., Banner & Favors: Say there are 15 banners and 10 favors entered, the category can be split into two separate categories due to the large number of entries.

What happens if somebody enters a 'ringer'?: Unfortunately, this has been known to happen. Any judge who has a question on the authenticity of an entry

will bring the matter to the attention of the autocrat *but not discuss it with the other judges...* (after all, maybe the entrant's name really is 'Taiwan'. Let the autocrat make the call.). If the problem cannot be resolved privately between the entrant and the autocrat, the entrant

tions... it cannot be deferred to another day.

First to be judged will be the two garb categories- last category to be judged will be cooking (main dish, desserts and vintners).

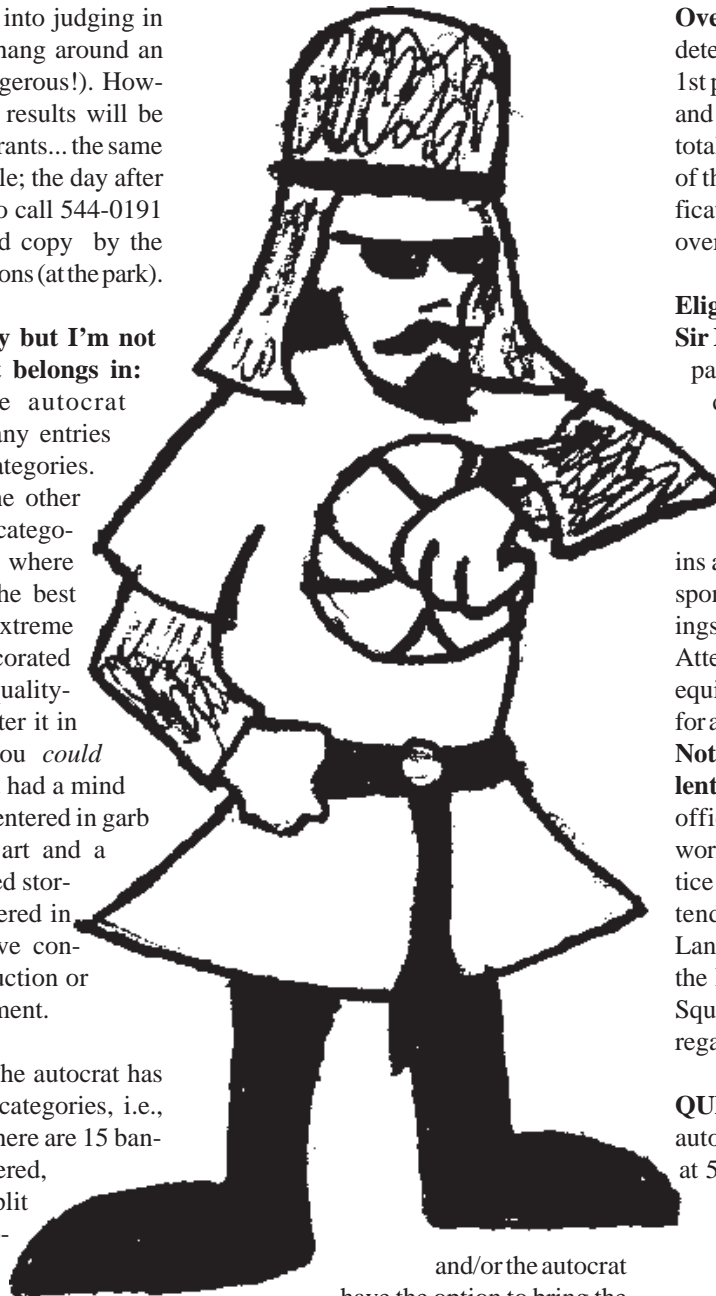
Over all arts and sciences winner: Is determined by the following method: 1st place = 3 points, 2nd place = 2 points and 3rd place = 1 point. The highest total of points will be deemed the winner of the arts and sciences for crown qualifications. There is a modest prize for the over all winner.

Eligibility to vote per His Majesty,

Sir Ivar Nefarious: You must be a dues paid member and resident of the Kingdom of the Burning Lands for at least six (6) months prior to Crown elections (Saturday, October 11th, 1997). During that period you must have on record at least six sign-ins at a Kingdom of the Burning Land's sponsored event to include regular meetings at Memorial Park on Saturdays. Attendance at Clan 15 will give you the equivalent of only one (1) sign-in - same for any other Amtgard sponsored event...

Note: Class credits are not the equivalent of attendance. Attendance at an officially sponsored Burning Lands workshop or Burning Lands fighter practice will give you a quarter credit. Attendance records from any Burning Lands activity must be on record with the Prime Minister. Please check with Squire Savaen if you have any questions regarding your eligibility to vote.

QUESTIONS?: Get in touch with the autocrat (Gwynne) either at the park or at 544-0191.



and/or the autocrat have the option to bring the matter before the Arts & Sciences Guildmasters and, if not resolved by the guildmasters, before an Allthing. **Note:** If an Allthing becomes necessary, it must be called on the day of qualifica-





The Woodie

Gathering of The Clans, the greatest conglomeration of the strangest people this country has to offer. Once a year the group we call Amtgard gathers together in one place to exchange stories, fighting techniques and comradeship as well. During the nocturnal hours, some clansmen whether by moon or spirit (ancestral or alcoholic), begin a nomadic journey in search for their own personal demons. Those who do not prepare to host those who do wander from camp to camp. Soon after, for some, the beast of Amtgard rears its ugly head. . . Something much more familiar than a drunk Annilius with a flashlight! This menace called Boredom!

Bored Amtgardians will do almost anything to occupy their time, this clan was no different. As the sun went down the booze went up and the beast was on the hunt again, and a strange discussion over a lone 2x4 started by a troop of drunken Saracens near the Tribe of the Dream fort. "why is there wood on the table, and whose is it?" one asked. The reply was "Mogar's wood". . . "and we need to protect it." As this was said, an intoxicated Saracen stabbed it with a knife. Taking offence to his

actions the others forced him to apologize to the offended 2x4 by kissing its bobo, thus was born the clan legend of "Mogie's Woodie"!

Any and all passerby's were encouraged to join the circle and kiss Mogie's Woodie. Soon after, a strange spell fell over clan as people migrated just to kiss it too. . . Not just the common people were taken to the wood, but even royalty kissed the wood! 3 current monarchs and 2 consorts, 12 past monarchs, 39 knights, 25 squires and multiple lords, ladies, barons, dukes and dignitaries came to honor, lay praise, and gifts at the base of the new master idol. One lass left a present that was tied to the "head" of the wood... A beautiful and skimpy pair of her cotton undergarments were sacrificed as proof of their participation. After all was said and done, over 187 people of different lands and many different and varied companies joined together with one common bond: That they all kissed Mogie's Woodie

The Purple Pecker and left nut



Quiz

1. What chapter is the farthest distance from El Paso?

- ☐ Tangled Woods
- ☐ Nepokoreno Kraljstvo
- ☐ Uterwald
- ☐ Kevland
- ☐ Zupanija pod Brijegom Medvjedjim

2. What chapter has the longest name?

(I can't list them in multiple choice, it would give it away)

3. What chapter(s) has the shortest name?

(ditto)

4. What is the most commonly used word in group names (besides "of")

- ☐ golden
- ☐ dragon
- ☐ silver
- ☐ land
- ☐ wood
- ☐ dark

--Sir Roger Shrubstaff
of the Duchy of Silverwater

What is Amtgard?

Amtgard is fast-paced.
 Amtgard is safe and fun.
 Amtgard is not in infringement of copy rights, nor does it plagiarize from other role-playing sources.
 Amtgard is multi-genre, mixed-mythos, occasionally historical, and more than a little tongue in cheek.
 Amtgard is something you can do once a week and feel good about.
 Amtgard is something you miss when you're away from it. Amtgard works the kinks out of the system.
 Amtgard is playable.
 Amtgard can be explained to a new player in under five minutes.
 Amtgard is a sport.
 Amtgard is also a game. And a club. And a hobby. And a sub-culture. A way of life? Nah.
 Amtgard is camping for no discernable reason.
 Amtgard is feasting, revelry, joy, and debauchery. Not necessarily in that order.
 Amtgard is about doing your thang.
 Amtgard is people not telling you that it's not appropriate to worship the Chicken God.
 Amtgard is about good and evil. Not necessarily in that order.
 Amtgard is about heroism. Amtgard is about legends.
 Amtgard is a good bardic and a friendly campfire.
 Amtgard is the arena of the fighting company.
 Amtgard is friendship. Love, too. Loyalty. Family? Yeah. Family.
 Amtgard is a dream...
 Amtgard is the flame that never dies.

--Darkangel



Qdirk?

I have decided to change my name. No pay attention, i've talked to the guildmaster of reeves and he agrees that most of you should too. I am now Dirk. Not that drastic of a change, one letter. This was prompted by the single and unbelievably stupid name, If-tu. Who supposedly is the PM of DS. Most of my friends agree; Otter is now Otto (historically germanic), and Eskot is now Skot (pronounced Scott, you haploids).

We have come up with criteria to determine if your name sucks.

Youre name sucks rather obviously if youre name contains:

-The word "boy" (archerBOY, gameBOY, doughBOY)

-A simple noun and/or adjective combo of any kind (darkangle, blackangel, doomshadow, prophet, bag'em, shadow, thistle, bolt, darkstar, soulstealer...too many too name)

-Penis refrences: You know who you are, uncreative bastards

-Titles of books, or blatantly stolen book names (Belgarion, Belgarin, Caliban, Milamber, Raistlynn, Balinor)

-Movie names, i mean god, can you be any more boring! (ladyhawk, deathstalker, Nanoc)

-Stupid changes of their own name (Naes = seaN, Andrshay=Shandra)

-Cartoon names (Taz)

-Animal names (Otter, Rabbit, practically any girl in IM, and what the HELL is a gypsy dove?!?!?!?)

Now go to your guildmaster of reeves who will direct you to your guildmasters of ARTISANS(!) for your new name. Then, think. If this name would make you laugh if it belonged to someone in another land, DON'T USE IT!

I know _some_ of you have some form of witt, so don't just come back thinking your funny by wanting your name to be:

Engorged-dark-shadowy-boy-toy-formally-known-as-Tanis ... or something...

Dirk

p.s. Titles suck too.



The Golden Lions at Clan XV

Calendar of Events

SEPTEMBER

09/01: Labor Day, New Moon
 09/14: First day of the year 7506 in the
 Byzantine calendar
 09/16: Harvest Full Moon
 09/17: Citizenship Day
 09/21: Celtic Alban Elved
 09/27: *VSR CORONATION
 Crown Declarations due (BL)

OCTOBER

10/03: Battle of Arbela/Gaugamela
 10/04: Crown Qualifications (BL)
 Gregorian Calendar adopted
 (became 10/15/1582 A.D.)
 10/09: Leif Erikson Day
 10/11: Yom Kippur
 10/11: Crown and Guild Master
 Elections (BL) Tentative
 DS CORONATION
 10/11: (to 10/13) Armadillocon
 10/13: Columbus Day
 10/14: Battle of Hastings (William the
 Conqueror- 1066 A.D.)
 10/14: first day of the year 2309 in the
 Grecian calendar
 10/15: Hunter's Full Moon
 10/18: *CLAW LEGION BIRTH-DAY
 PARTY XIII
 10/24: United Nation's Day

10/25: Burning Lands Coronation and
 Interkingdom Olympiad VIII
 (Caballo Lake)
 10/26: Daylight Saving Time ends
 (fall back)
 10/30: World Fantasy Convention #23
 10/31: Halloween, New Moon

NOVEMBER

11/01: Celtic Samhain (mid autumn)
 11/01: All Saint's Day
 11/04: Election Day
 11/08: BURNINGLANDS
 WEAPONMASTER
 TOURNEY
 11/11: Veteran's Day
 11/14: Full Moon
 11/21: Wetland's Coronation
 11/27: Thanksgiving
 11/28: Starship Troopers opens
 11/30: Advent

DECEMBER

12/05: *EMERALD HILLS
 CORONATION (tentative)
 12/07: *GOLDEN PLAINS
 MIDREIGN
 12/07: Pearl Harbor Day
 12/13: Full Moon
 12/20: *CLAW LEGION CHRISTMAS
 PARTY XIII

What isn't Amtgard?



What isn't Amtgard?

Amtgard isn't a tuna sandwich
 Amtgard isn't Parcheesi
 Amtgard isn't a low fat chocolate
 flavored drink that tastes
 good on the veranda at
 sundown
 Amtgard isn't a Francis Ford
 Coppola production
 Amtgard isn't a copyright of an
 east coast publishing
 house
 Amtgard isn't efficient, well
 thought out or in anyway
 linked to Max Weber's
 concept of modern
 rationality
 Amtgard isn't a good excuse for
 missing your child's birth
 or any wedding anniver
 sary after the first six
 Amtgard isn't likely to leave your
 mouth minty fresh
 Amtgard isn't bad
 Amtgard isn't a spinoff of the Mork
 and Mindy show (despite
 what Ratspitter may tell
 you)
 Amtgard isn't a bad way to waste
 and afternoon or a
 weekend
 Amtgard isn't spelled Amtguard
 (Wolves take note)

Quack
 El Papo Violet

Amtgard, Kingdom of the Burning Lands, Inc.

Board of Directors of Amtgard, Inc., Meeting, August 16, 1997

Present:

Mark Willis (Sir Ivar), President
Elizabeth Phillips (Savaen), Treasurer
Kris Donnelly-Sasser (Dame Gwynne), Secretary
Rickie Strohmeyer (Sir Raphael)
J.W. Donnelly (Sir Aramithris)
Jeff Murphy[Glende] (Sir Bolt)

Absent:

Richard Lawrence (Sir Trinity)
Max Brannan (Asmund), Alternate

The meeting was called to order at 4:15 p.m. by Sir Ivar. The minutes of April 17, 1997 were approved as written.

I. President's Report:

1. Amtgard group in Germany: Sir Ivar reported to the Board that the Amtgard group in Germany, under German civil statutes, needs the Board's permission to reproduce copyrighted material, i.e. the Rule Book and Corpora. The group also needs permission to insert a disclaimer into the Rule Book specifically stating that, on the field, blows to the groin area are disallowed. A motion was made and seconded that permission to reproduce the Rule Book, Corpora and authorization to insert the proposed Rule Book disclaimer be granted provided the disclaimer language is made available to the Board prior to adoption (by the German group). It was also determined that the German group be made aware that said disclaimer is not binding to any other Amtgard groups. The motion was seconded and passed by unanimous vote. Sir Ivar will handle correspondence with the German group regarding the decision of the Board

2. Golden Plains, Kingdom Status Report: Sir Ivar reported that although given an adequate time frame to produce attendance, financial and election statistics, the Kingdom of the Golden Plains has failed to produce said records. When queried from the floor, Sir Ivar stated that he has been attempting to secure the Golden Plains records on a consistent basis and has received no positive response from any current or prior [Golden Plains] officers. A motion was made and seconded that, should the Golden Plains records not be received within two weeks from the date of this meeting, Golden Plains' kingdom status be revoked as provided by the Corpora by special session of the Board of Directors, Amtgard, Inc. Should adequate records be received during the specified two week period, Golden Plains' status will be reviewed by the Board and a further plan of action be discussed at that time. The motion was seconded and passed by unanimous vote.

Following the vote, a discussion was held regarding the future status of Amtgard members currently in or in groups reporting to Golden Plains. The consensus of opinion was to table this issue until definitive action be taken on Golden Plains' official status in Amtgard, Inc.

II. NEW BUSINESS

1. Amtgard, Canadian Groups: Sir Aramithris brought up reported irregularities in some of the groups now forming in Canada (under Goldenvale). Specifically mentioned were reports of a sub-group [size unknown] operating under the aegis of Amtgard, Inc. and under amended Rules of Play. Kingdom affiliation of this alleged group is not known at this time. It was confirmed by the Board treasurer and Board secretary that no contract for said sub-group has been received. A motion was made and seconded that, if proof is presented to the Board that any group, using amended Rules of Play, and using the Amtgard, Inc. name, that said group will be informed to cease and desist in such infringement of copyright or continuation of such infringement of copyright prior to the Board instituting legal action. The motion was seconded and passed by unanimous vote. Sir Aramithris and Sir Ivar will pursue the investigation into this matter regarding the Canadian groups.

2. Starter Kits: Sir Aramithris provided the meeting with the statistics on producing and mailing the Amtgard, Inc. starter packages to new Amtgard groups or other interested entities and individuals. It was agreed by all present that a cost of \$10.00 per package was accurate. Funds for production and postage of the starter packages will be provided by Amtgard, Kingdom of the Burning Lands and all fees received for said production and mailing thereof will be paid back to the treasury of the Kingdom of the Burning Lands. It was agreed that Sir Aramithris be reimbursed for postage costs of starter package mailings incurred at his own expense. Treasurer, Countess Savaen, will see to the reimbursement according to her records.

3. Mystic Seas/Valley of the Silver Rains: Sir Aramithris brought up the subject of territory dispute between the two Oregon Kingdoms, to wit: Valley of the Silver Rains and Mystic Seas are claiming overlapping areas of control regarding subsidiary groups. Mystic Seas is also reportedly contemplating forming a duchy within the state of Florida. Discussion followed regarding the potentiality and actuality of attendance and voting abuses encouraged by the failure of Mystic Seas and Valley of the Silver Rains to agree on territorial boundaries. The eligibility of the proposed Mystic Seas duchy in Florida was also explored.

It was agreed by all present that the situation warrants action by the Board. A motion was made and seconded that Mystic Seas be required to withdraw all claims to territories for which they cannot provide certified attendance records. Mystic Seas will also be required to provide, per the Corpora, certified attendance, financial and election records for the proposed duchy in Florida prior to such group achieving recognition under Amtgard, Inc. as a legally constituted group. The motion passed by unanimous vote.

After further discussion, it was agreed by all present that the Board of Directors, Amtgard, Inc. would offer to act as mediator between Mystic Seas and Valley of the Silver Rains in an attempt to avoid contractual revocation of either or both groups should the existing problems between them not be capable of fair and equitable resolution. Sirs Ivar and Aramithris will continue to monitor the situation and report to the entire Board at the next meeting.

III. TREASURER'S REPORT: Countess Savaen reported briefly on club funds. She will provide the Board with a bank statement by the next scheduled meeting. Sir Ivar mentioned the need of disbursing a percentage of available funds [over the amount specified by law] toward the educational function of the club. It was agreed that this will be closely monitored to insure complete adherence to the Internal Revenue Service codes.

IV. OTHER BUSINESS: Sir Aramithris reported on the completed translation of the Amtgard, Inc. Rules of Play and the Corpora into Croatian. Sir Ivar is in possession of the German translation. Both translations are recorded in the Board records. A motion was made and seconded to authorize Sir Aramithris to pursue translations of both the Rules of Play and Corpora into French and Spanish. The motion was passed by unanimous vote.

The next scheduled meeting of the Board of Directors, Amtgard, Inc. is October 4th, 1997.

V. ADJOURNMENT: There being no other business, the meeting was adjourned at 5:15 p.m.



From the Regent

Unto the populace,

Over half this reign has gone by, and I have had fun serving you as Regent. I hope that you will allow me to serve again in the future. I think that Ivar and I have held to our words of liking fun reigns, and I do believe we have made it so. I hope the rest of this reign will be as much fun.

In Service- Raphael



Clan XV Through the Eyes of Topknot

I know the question that is burning in your minds is: did it rain? Well, if you've ever been to Clan, you know that it usually does rain at least once a day.



Tankgirl and crew create their own brand of Funk.

This year, we broke the tradition. It rained twice & only for about 15 minutes at a time. Wetlands attendance & coincidences aside, you can draw your own conclusions. I'm just glad that our attendees didn't "rain out" another event as we've been accused of doing in the past. *grin*

This year I was being hosted by the Wolf Company, a Burning Lands company. Their hospitality knows no bounds and I was made to feel quite at home (free beer & food will do that to you). It was the redneck camp from hell! Axgar & Co. had taken the removable seats out of their scouts & placed them around the fire for our butts to sit on. As tiki torches were kind of pricey, we had beer bottles duct taped to wooden stakes & filled w/ lamp oil w/ a wick sticking out through the cap. I think Wolf Company may start a trend w/ that one...

Wetlands Camp - what can I say? You guys are the greatest! Y'all certainly had enough alcohol to KILL something & you know you don't suck when Saracen City is directing people up to your camp for alcohol. And thanks for

the deer sausage! It was awesome!! Killusalla & I were most grateful for the breakfast & the company.

My other breakfast was at Claw Camp. Gwynne's campfire coffee simply can't be beat. Dahn & I got to play guinea pig to Thistle warming up her paints while Ahira tried in vain to get his puny chainsaw *wink* to cut a small log. I've never seen such failed testosterone! *grin*

It was great getting to meet all the MUX & MUD guys & gals that

I've been talking to for the past year. Funny how nobody ever looks the way you expect them to. I also got to meet yet another of our German members, named "German Dude."

Tank Girl & Co. composed two songs: tributes to Ivar and to Aramithris. If you missed them, you missed out! Ivar's song was "The Age of Nefarious" sung to the tune of "The Age of Aquarius." Aramithris' song was "I Will Drink 500 Boxes" sung to the tune of the Proclaimers' "I Will Walk 500 Miles." Both victims... er, participants... were very good sports about the whole thing & requests have been made for the lyrics to each song.

Highlights of Wednesday include Trinity's hospitality at Saracen City, the passing out of the White Rose jerseys, an abundance of Strawberry Hill, & a nightly rainstorm.

Highlights of Thursday include being awakened at 7 a.m. by Forest "just saying hi" by crawling into my tent, some phenomenal juggling, the Aramithris Interpretational Dance-Off, Killusalla's

glowstick sucker deep throating contest (which the guys won), a butt-nekkid Asmund chasing an underwear-clad Deimos around Wolf Camp, & Rachel's "Blow Me Elmo" doll.

Highlights of Friday include being awakened at 7 a.m. by Bolt "just saying hi" by crawling into my tent, Killusalla's & my Tour of the World, Clan Court where our own Daxon presented SirBoots w/ a beautiful walking staff & promptly embarrassed the hell out of her, Claw Feast, Dragonspine Feast (w/ Axgar stitching up a guy's split lip to the disgust of the feasters), & the Wetlands "We gotta get rid of all this alcohol" party.

All in all, a very good time was had by most. There was surprisingly little cheese on the field, believe it or not. The juggling was really something to see. If you're into juggling at all (even just watching) I recommend NOT missing it next Clan. Get a team, get good, & kick butt because you will have some serious competition. I had a blast & I will be back next year!



Castle Battles at Claw Camp

The Green Albatross at Clan

The Green Albatross (one of the founding members of the discolored bird society), reviews Gathering of the Clans 15:

Summary: me me me give me attention, awesome ditch battles, full moon rainstorms, more alcohol than you can shake a stick at, lame juggling, me me me give me attention, court dorks from hell, siege games from hell, t-shirt fu, Autocrat blowing Grond fu, firepit pit fighting fu, me me me give me attention, dorks acting like autocrats, fighting over campsites fu, low babe count, no Pebyr hamburgers, zillions of new knights, unpadded polearms hurting no one fu, me me me give me attention, newbies from hell, Annihilus jerks quelled, manly chainsaws that don't work fu, toothless bully fu, me me me give me attention, harpies kicking people out of campsites fu, great Saturday feasts, Nicolaus tossing by Claw fu, Grand Dukes kissing Saracen Wood fu, me me me give me attention, but most of all, a pretty damn good event with somewhere between 1,000 and 1,200 attendance. Huzzah!!!!!!!

Quotes of the event:

1. Ashke- "I need a stud", as she was looking to have her ear pierced.
2. Mithrandir- "I was shukin' shots like I was shuckin' corn."
3. Aramithris- "I don't want to hang around and hear Yoda talk about the meaning of life", when he left Tristan's knight vigil as Egil read from his book of truth.
4. Unknown newbie- "My god, he's laughing while he kills people!" as Bolt nailed yet another victim in the siege game.
5. Otto- "Pain, pain!!!!" as he tried to guard the monarch during the forever court of lord dorks.
6. Tank Girl and Company- "... and Ivar is led away by sleazes" from the song of the 'The Age of Nefarious.'"
7. Thistle- "What's a cock block?" to Claw friends Ashke and Stini.

8. Phocion- "It couldn't be Ivar, he had a sword in his hand," after King Phocion received a gift painting that looked like both him and King Ivar.

9. Rift- "I remember when I first met Kane, he was covered in blubber and seal skins and he had bear fat on his feet and kept slipping", on his welcoming speech for the Canuck at the Claw ceremony.

10. Tankgirl, Rachel, and company- "I will drink 500 boxes, and I will drink 500 more, just to be the man who drinks 1,000 boxes and falls down on the floor." from the song 'J will drink 500 boxes.'

Another addition of good event/bad event:

Good event: You are elected as a special member of the Golden Lions on Friday night.

Bad event: Three of your fellow Iron Mountains members are inducted into Claw the following evening.

Good event: You, as a new lord of Dragonspine, teach nubile females how to fight on the Saracen city trail.

Bad event: A Burning Lands warlord throws you into the dirt as he passes by and doesn't even notice.

Goodevent: The hosting kingdom raises you to Master archer.

Bad event: Your new title with name is 'Master Barton'. (Think about it)

Good event: You quell newbies and foreigners alike with your awesome titles and powers.

Bad event: You insult the host kingdom monarch and then defy him by asking him who he is as guardsmen Bolt and Axgar stand by him.

Good event: You, as a Corsair, muster your elite warriors to fight on the flank and crush your enemies.

Bad event: The Claw is against you on the same flank, and they have lots of polearms, and they aren't smiling.

Good event: You get Amtgard married to the woman of your dreams.

Bad event: Your knight and king claims the right of Primae Noctis (first chance) with your woman.

Good event: Everyone cool loves you and you get much love, honor, adulation and gifts, including a cool new knife.

Bad event: Security at the airport detains you because of the knife and you miss your flight.

Good event: You, as a loyal man at arms, seize a cool campsite for your squire so he can set up his castle, and you drive off all squatters.

Bad event: The camp is Claw camp, and the first two people you try to evict are Burning Lands King Ivar and Claw Captain Aramithris.

Good event: (and this is the same fellow as the man at arms listed just above)- You seize a firepit ring for your friends and yell at a woman you don't know that she can leave, it is your firepit.

Bad event: The woman is Clan autocrat Savaen. (Does this guy have a death wish or what?)

AWARDS:

I am a true Amtgarder! award: (three way tie):

1. Brehannas- (You fight, and after you threaten the mux, you are ignored.)
2. Corum- (You are a mux wizard, and you don't fight, and you are ignored.)
3. Cloudcroft geeks- (You tell Burning Lands royalty you are a member of their kingdom, and you have been for one and a half hours.)

The "It's physics, Bolt award" for stupidity in understanding the laws of nature: Aramithris for partying at Wolf camp during a rainstorm while his tent flaps and rain fly were open. (back-stroke anyone?)

The "Two much really is too much

award”: Stini for enticing four young males into her tent only to arrive there and find her ride Shendo already asleep in said tent.

The Hitler I need lebensraum (more living space) award for evicting the unworthy squatters: Shanti and House Impossible for making Clan security members Xandar and Axgar acknowledge their dominance.

The I truly am ‘kill thou award’: Kathon for grabbing King Ivar’s crown off his head at a really critical moment (yeah, Saracens rule).

The New he should be a DS Serpent knight award: Gilos for making really cool balloon hydras, dragons, etc. for the DS court.

The I truly love you man award for inter-company loyalty award: Killraven for supplying bites of his sandwiches to all his friends.

The Master pimp award: Shendo for supplying the Lion doll to all his lonely and appreciative friends (great pictures, too!).

And of course, The We are so stupid award we will be utterly clueless at Clan award to the Dragonspine Knights’s guild for:

1. Refusing “squire Phocion” one of the ten best fighters in Amtgard, his just due as a sword belt while they try to push forward others.
2. Making now Sir Tristan listen to the ramblings of Yoda and the other true Jedis.
3. Placing DS feast versus Clawfest because Yoda had to talk.
4. Deciding they can write their own 7.0 rulebook, <congrats, oh Duchy of Dragonspine>. ;P
5. Believing everything they read on this net.

Was a stressful event if you were running things, by the way - Saturday was a blast, saw some real love and caring there.

-The Green Albatross
“Alone, alone, on a wide, wide sea!”

1. Albatross= As in the “Rhyme of the Ancient Mariner”, something you don’t want to assail because it may hang around your neck later and cause a stink.
2. Green= fresh or new, or in opposition, envy.



What is wrong with this picture?

Amtgard Races

Ven vee consider ... (sorry) When we consider the question of race und Amtgard, we must always remember that certain racial abilities will distinguish the races. It can not be a question of “Will we have races” but of the “Will of the races”.

Theodoxus has done a fine job of describing the characteristics of the lesser races but has failed to include certain information important to the future of the Reic..sorry...club. The following typology should help:

Halflings: Descendants of the Peccish races whose furry feet denote their animalistic characteristics. The Group Establishing Serious Typology of Amtgardian People und Others (GESTAPO for short) recommends they be relegated to menial tasks und be made to wear a grey rat patch on their garb.

Dwarf: Another peccish group, whose flat head und heavy brow denotes stupidity. Die Gestapo forbids the interbreeding of dwarfs and humans as this mongerlization vill encourage endless further rules debates and cause many sane citizens of Amtgard to blow their brains out all over the computer screen. Dwarves will be made to wear brown patches on their garb representing their inability to rise above the earth and servitude.

Elves: Related to the genetic traits that bring about homosexuality und locquaiousness, within one generation Elvishness will be eliminated from die volk ...the population by careful screening for this and other birth defects. Until that time they vill be designated with ein pink flower which may be worn on the hat or lapel.

--Frau Gilos of the Emerald Hills