

INTRODUCTION TO AMTGARD	1
CREDIT SYSTEM	2
DECLARATION OF RESIDENCY	2
OFFICES OF THE KINGDOM	3
CONSORT	3
PRIME MINISTER	3
CHAMPION OF THE REALM	4
BOARD OF DIRECTORS	4
SCRIBE	4
GUILDMASTER OF REEVES	4
CAPTAIN OF THE GUARD	5
SHERIFF & DEPUTIES	5
CLASS GUILDMASTERS	5
OTHER POSITIONS	5
COLLEGES OF THE ARTS & SCIENCES	5
REEVES GUILD	5
CROWN'S GUARD	6
CIRCLE OF STEEL	6
CONSORT'S DEFENDER	6
COURT BARD	6
COURT JESTER	6
CLUB GOVERNMENT	6
ALLTHINGS	6
ELECTIONS	7
REMOVING CLUB OFFICERS	7
DUES AND POLICIES OF THE TREASURY	7
HONORS AND AWARDS	7
KNIGHTHOOD	7
THE ORDERS OF KNIGHTHOOD	7
MASTERHOOD IN THE SERVICE GUILDS AND ORDERS	8
ORDERS	8
TITLES OF NOBILITY AND LESSER TITLES OF HONOR	10
ORDER OF PRECEDENCE	10
CROWN QUALIFICATIONS	11
QUALIFICATIONS	11
THE MONTH OF CROWN	11

1 i
2 ii
2 ii
3
3
4
4
4
4
5
5
5
5
6
6
6
6
6
6
6
6
7
7
7
8
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11
11
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RAISE ONE LINE

INTRODUCTION TO AMTGARD

Amtgard is a vehicle of recreation, and many often lose sight of that. The Corpora of Laws and the Rulebook of Play are only guidelines to aid in the interaction of people who do come to Amtgard for recreation. No rulebook can cover every possible situation, and no person should be bound by constraints that he/she feels are in conflict with his/her moral standards.

- Amtgard officials (the B.O.D., Monarchs, Prime Minister) are not responsible for any injuries sustained while playing Amtgard.
- Amtgard does not provide for religious affiliation. We are a non-sectarian organization.
- Amtgard does not condone any illegal activity or physical violence against another person.

CREDIT SYSTEM

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 possibly earn a maximum of 1 1/4 credits in their chosen class per weekend. If you attend Amtgard on both days you will receive 1 full credit for one day and 1/4 credit for the other day. During the week a fighter practice may take place. This day of practice is used to fine-tune all Amtgardians skill with weapons. Players who attend and participate in this practice will receive 1/4 credit in the Warrior class. During the course of the year, special events will be held that will allow participants to earn 2-3 credits during a weekend. These events include Coronations, Mid-reigns, Qualifications, major out-of-town events, Adopt-A-Highway program, etc.

DECLARATION OF RESIDENCY

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

ADD SPACE HERE SPONSORSHIP PROGRAM

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

I. OFFICES OF THE KINGDOM

A. MONARCH

1. Monarch will be chosen by populace vote
2. Will have an automatic seat at the Allthings
3. Will have the power to break ties at the Allthings
4. Shall preside over and conduct all ceremonies and functions
5. Is not required to pay any fees during his/her term
6. May award the following honors:
 - Titles of Nobility - granted by patent (discretion of Monarch): Marquis, Viscount, Baronet, Lord (lesser title)
 - Titles of Nobility - earned by tenure (for a specific service listed in this Corpora): Duke, Count, Baron, Defender (lesser title)
 - Peerage - the four orders of Knighthood:
 - Crown - for service in the club's highest offices
 - Flame - for excellence in service
 - Serpent - for excellence in the arts and/or sciences
 - Sword - for excellence in combat
 - The following orders: Dragon, Flame, Griffin, Hydra, Jovious, Lion, Mask, Owl, Rose, Walker of the Middle, Warrior, Zodiac
 - Titles of Masterhood for the service guilds (by tenure): Garber, Reeve, Smith
 - Titles of Masterhood for the orders (by tenure): Dragon, Lion/Griffin, Owl, Warrior (Warlord)
7. May create new honors, awards, and titles
8. Could receive the title of Duke/Duchess at the end of his/her term
9. Could receive the title of Knight of the Crown after completing two terms as Monarch
10. Could receive the title of Knight of the Crown on the decision of all existing Knights of the Kingdom
11. Shall descend from the throne if he/she misses more than four weeks in a row or twelve weeks total
 - **Exception** - special situations will be taken into consideration by the Allthing
12. No Monarch may have the throne for more than two consecutive terms
13. Only those who qualify at Crown Qualifications may try for Monarch
14. Monarch and/or Consort must be 18 years or older to serve in office

B. CONSORT

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

C. PRIME MINISTER

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

3. Has the power to appoint an assistant if he/she finds it necessary
4. Is not required to pay any monthly dues during his/her term
5. Is responsible for the following aspects of the club:
 - Collection of all fees and dues
 - Maintain and keep accurate records of the club treasury
 - Keep accurate records on all club income and expenditures
 - Maintain accurate records on the dues paid status of all club members
 - Must keep records of attendance and active members
 - Must collect copies of sign-in sheets from all Duchies/Baronies in the Emerald Hills
 - Is responsible for providing rulebooks and newsletters to the populace
6. Could receive the title of Baron/Baroness at the end of his/her term
7. Shall not miss more than a total of eight weeks else a new Prime Minister must be elected
 - **Exception** - special situations will be taken into consideration by populace vote

D. CHAMPION OF THE REALM

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

E. BOARD OF DIRECTORS

1. Five club members shall be chosen by open ballot to serve in this capacity
2. An election for the B.O.D. will be held once a year during the first week in January
3. The B.O.D. will have no power to change, alter, or otherwise affect the rulebook or Corpora
4. The B.O.D. will work with the Monarch and Prime Minister in areas where the club has dealings with various government agencies and their institutions and laws
5. The B.O.D. has no status in the order of precedence and no jurisdiction over internal club functions

F. SCRIBE

1. Appointment and dismissal are the Monarch's option
2. Shall be responsible for publishing a club newsletter once every two months
3. 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 Minister to maintain a yearly calendar of events
6. Keep the minutes of all Amtgard meetings and Allthings

G. GUILDMASTER OF REEVES

1. Shall be chosen from the Reeves guild by election at the Crown Qualifications. Members of the guild that may voted are those who passed the Reeves test with a score of 75% or better and the current guildmaster.
2. Shall work with the Monarch and Minister to insure that the rules are applied accurately, fairly, and honestly on the battlefield
3. Shall work with the Champion in checking armor and weapons for safety and legality

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

H. CAPTAIN OF THE GUARD

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

I. SHERIFF & DEPUTIES

1. Will be chosen by populace vote
2. Will include members from every Duchy/Barony of the Kingdom
3. Will be responsible for patrolling Kingdom functions to control theft and/or harassment of persons in attendance

J. CLASS GUILDMASTERS

1. Guildmasters must pass a test on their class
2. Each fighting guild, the Circle of Knights, the Circle of Steel, and the Reeves guild will each vote for their guildmaster at the Crown Qualifications held every six months
3. One must have participated in a guild in the past six months in order to vote in the election for that guild's guildmaster
4. Class guilds include all fighting guilds (warriors, healers, barbarians, etc.)
5. Guild members must pass a verbal test given by the guildmaster to advance in levels
6. Must be third level or higher to make use of the extra ability provided
7. Guildmasters have the following responsibilities:
 - Must keep the members of their guild following the proper rules of their class
 - Monitor their classes and present ideas for improvements and possible solutions for problem areas to the Monarch and the Allthing
 - Help new people to learn and play by the rules
 - Encourage garb, equipment, and personas applicable to their class
8. Guildmasters may be removed from office by a 2/3 vote of all guild members and approval of the Monarch and Prime Minister
9. Guildmaster meetings and Guild Meetings will be held every even numbered month of the year

II. OTHER POSITIONS

A. COLLEGES OF THE ARTS & SCIENCES

1. The Consort shall choose the guildmasters of Arts and Sciences - Although the guilds will vary, the following are examples:
 - ARTS - Art, Garbers, Literature, Minstrels, Theatre
 - SCIENCES - Heraldry, Sages, Engineers, Gladiators, Smiths
2. Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline in the club
3. Certain Arts and Sciences guilds have additional duties:
 - Garbers - inform the Monarchy and Prime Minister when a garber credit should be awarded for one of the following reasons: making nice garb for others, flag construction, making superior garb for oneself (note that garber credits may be awarded in addition to orders of the Dragon)
 - Heraldry - collect and maintain the personal symbols and persona histories of all club members

- Smiths - inform the Monarchy and Prime Minister when a smith credit should be awarded for one of the following reasons:
 - sponsoring a major Amtgard event, publication, or workshop, or any other comparable service to the club
 - armor construction
 - Aiding the Monarch, and especially the Champion and Guildmaster of Reeves to insure that equipment utilized on the battlefield is safe

B. REEVES GUILD

1. Made up of people who have passed the Reeves test within the last six months with a score of 75% or better
2. The Reeves have the following powers over the battlegames (while under the jurisdiction of the Monarch and the Guildmaster of Reeves):
 - May add newcomers and adjust the teams to balance a game
 - May call whether a hit on a person is valid or not
 - May take unsafe people or equipment off the battlefield
 - May take time off a person's death if he died especially well
 - May declare a person dead if he persistently is causing problems
 - May declare the end to a game if play is stagnating
 - May appropriate additional Reeves if they are needed
3. Reeves are responsible for the following:
 - Must insure that the games are safe to participants and bystanders
 - Shall retrieve expended and discarded equipment
 - Shall help the participants in their understanding of the games
 - Shall insure that the quality of play is honest and in keeping with the spirit of the rules
4. All members are required to reeve one game per month
5. Only members of the Reeves Guild who have taken and passed the test will be allowed to reeve battlegames and tournaments

C. CROWN'S GUARD

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

D. CIRCLE OF STEEL

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

E. CONSORT'S DEFENDER

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

F. COURT BARD

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

G. COURT JESTER

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

III. CLUB GOVERNMENT

A. ALLTHINGS

1. An allthing will be held of all odd months (if no person has business to bring before the club, then there will be no Allthing for that month)

2. The Allthing may consist of the following:
 - Discussion and enactment of rules changes
 - Revision and updating of the Corpora
 - Discussion and voting on major expenditures of the club treasure
 - Discussion of the future of the Kingdom and its priorities

B. ELECTIONS

1. Shall be held by the Prime Minister
 - **Exception** - the Prime Minister elections will be held by the Guildmaster of Reeves
2. The winner will be chosen by majority vote of the populace
3. Shall be held the weekend following Crown Qualifications (may depend on the Calendar of Events)
4. Populace members must have been in the club and dues paid for six months in order to vote in any election
5. The Monarch shall break any tie votes in an election

C. REMOVING CLUB OFFICERS

1. Can be initiated by a petition signed by at least 20% of the active members of the club
2. Requires a 2/3 vote of all club members for removal

D. DUES AND POLICIES OF THE TREASURY

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

IV. HONORS AND AWARDS

A. KNIGHTHOOD

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

B. THE ORDERS OF KNIGHTHOOD

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

3. Knight of the Serpent - An achievement order for excellence in the arts and/or sciences
 - Colors: white trimmed with green
 - Requirements: Masterhood in at least one of the following three areas: Dragon, Owl, Garber
 4. Knight of the Sword - A military order for fighting skills and battlefield prowess
 - Colors: white trimmed with silver
 - Requirements: any two of the following honors: Warlord, Defender, Weaponmaster (equivalent tournament and/or battlefield skills will be considered)
 5. Only those Knights who have been a member of the Circle of Knights for twelve or more weeks may play a Paladin or Anti-Paladin
 6. A Knight may choose to take one or more squires
 - The garb of a squire is a red belt
- C. MASTERHOOD IN THE SERVICE GUILDS AND ORDERS**
1. Awarded by the Monarch for achieving the criteria set forth
 2. Denotes excellence in contributions to the club in the area listed (See explanations of the orders themselves)
 3. Specific types of Masterhood:
 - Dragon - 10 orders of the Dragon
 - Garber - 12 garber credits
 - Lion - any contribution of orders of the Lion and orders of the Griffon that add up to 10
 - Owl - 10 order of the Owl
 - Reeve - 12 weeks experience as a reeve
 - Rose - 10 orders of the Rose
 - Smith - 12 smith credits
 - Warrior - (designated title: WARLORD) 10 orders of the warrior
- D. ORDERS**
1. Order of the Crimson
 - given by: Monarch, Consort
 - given for: service to the club (not enough for a Rose)
 - NOTE: 4 Crimsons = 1 Rose
 - limitations: NONE
 2. Order of the Dragon
 - given by: Monarch, Consort
 - given for: outstanding achievements in the arts (garb, art, music, etc.)
 - limitations: NONE
 3. Order of the Dreamkeeper
 - given by: Monarch
 - given for: outstanding contribution to the atmosphere of Amtgard (keeping the dream alive)
 - limitations: only one may be given in each Monarch's reign
 4. Order of the Emerald
 - given by: Monarch
 - given for: good preparation (garb, armor, weapons, and/or knowledge of the rules)
 - limitations: must be a newcomer (first six weeks)
 5. Order of the Flame
 - given by: Monarch
 - given for: given to a group for outstanding contributions to the club
 - limitations: only one may be given in each Monarch's reign
 6. Order of the Gladius
 - given by: Monarch
 - given for: excellent death on the battlefield/tourneyfield
 - limitations: none
 7. Order of the Griffon
 - given by: Monarch
 - given for: courage, chivalry, and honor on the battlefield or in tournaments
 - limitations: NONE

8. Order of the Hellrider
 - given by: Monarch
 - given for: withstanding a serious accident en route to an Amtgard function
 - limitations: NONE
9. Order of the Hydra
 - given by: Monarch
 - given for: entering enough Crown qualifications events to qualify for the Crown tourney
 - limitations: each person may only receive 1 Hydra per Crown Qualifications
10. Order of the Jovious
 - given by: Monarch
 - given for: outstanding attitude
 - limitations: only one may be given in each Monarch's reign
11. Order of the Lion
 - given by: Monarch and Consort
 - given for: displaying outstanding traits of service and loyalty to the club
 - limitations: NONE
12. Order of the Mask
 - given by: Monarch
 - given for: outstanding portrayal of persona
 - limitations: only one may be given in each Monarch's reign
13. Order of the Owl
 - given by: Monarch and Consort
 - given for: outstanding achievements in the sciences (armor, construction, etc.)
 - limitations: NONE
14. Order of the Phoenix
 - given by: Monarch
 - given for: voluntarily protecting the Crown (by filling in for absent guard members)
 - limitations: none
15. Order of the Rose
 - given by: Monarch and Consort
 - given for: beneficial service to the club
 - limitations: NONE
16. Order of the Walker of the Middle
 - given by: Monarch
 - given for: exemplification of the ideals and conduct of reeves
 - limitations: a person may never receive more than one of these
17. Order of the Warrior
 - given by: Monarch
 - given for: fighting ability (see criteria below)
 - limitations: it is increasingly difficult to attain criteria for higher levels:

COLOR OF ASSOCIATED DUELING

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

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

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

E. TITLES OF NOBILITY AND LESSER TITLES OF HONOR

1. Title: Duke/Duchess
 - Equivalents: Doge, Dux, Herzog
 - Suggested criteria: serve the club six months as Monarch
 - past criteria: past Monarch
2. Title: Count/Countess
 - Equivalents: Earl, Comes, Comite Graf, Jarl
 - Suggested criteria: serve the club six months as Consort
 - Past criteria: former Monarch, former Consort
3. Title: Marquis/Marquise
 - Equivalents: Markgraf, Marchioness (female title), (also roughly equivalent to Margrave, Mark)
 - Suggested criteria: serve in each of the following: Monarch, Consort, Prime Minister
 - Past criteria: discretion of Monarch
4. Title: Viscount/Viscountess
 - Equivalents: Vicomte
 - Suggested criteria: have held the following positions: Champion, Weaponmaster
 - Past criteria: discretion of Monarch
5. Title: Baron/Baroness
 - Equivalents: Thane, Daimyo
 - Suggested criteria: serve the club six months as Prime Minister
 - Past criteria: former Prime Minister, discretion of Monarch
6. Title: Baronet
 - Equivalents: none
 - Suggested criteria: serve in a pro-tem position for any of the following positions: Monarch, Consort, Prime Minister, Champion
 - Past criteria: discretion of Monarch
7. Title: Lord/Lady
 - Equivalents: none
 - Suggested criteria: discretion of the Monarch (service to the club)
 - Past criteria: discretion of the Monarch
8. Title: Defender
 - Equivalents: none
 - Suggested criteria: serve the club six months as Champion
 - Past criteria: former Champion

V. ORDER OF PRECEDENCE

Monarch (King/Queen)	Guildmaster of Reeves
Prime Minister	Capt. of the Monarch's Guard
Consort (Prince/Princess)	Scribe
Duke/Duchess	Guildmaster: all other Guilds
Count/Countess	(all other court positions)
Champion	Royal Guard members
Marquis/Marquise	Master: orders, service guilds
Viscount/Viscountess	Captain (company), Lord of Household
Baron/Baroness	Sergeant (company)
Baronet	Master: fighting guilds
Knighthood	Squire
Warlord	Reeves Guild
Lord/Lady	Other company officers
Defender	Populace

VI. CROWN QUALIFICATIONS

A. QUALIFICATIONS

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

B. THE MONTH OF CROWN

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

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

INTER KINGDOM QUALIFICATIONS & CORONATION

✓ TO ~~BE~~ BE HELD THE
LAST TWO ~~WEEKENDS~~ WEEKENDS OF NOV. &
LAST 2 ~~WEEKENDS~~ WEEKENDS OF MAY.

ELECTIONS HELD 1ST WEEKENDS OF
DECEMBER & JUNE

CORONATION EVENTS HELD 2ND
WEEKEND OF DEC. & JUNE



Qualifications will BE PROVIDED BY EVENTS
AND SPREAD OUT OVER TWO WEEKENDS
1ST half of WAR ON 1ST SAT. 1ST 1/2 of Cultural
ON 1ST SUNDAY 2ND halves ON following
SAT & SUN. will BE HELD ~~at~~ 1ST WEEKEND
AT TANGLEWOOD 2ND AT MIRKWOOD.



ELECTIONS HELD ON FIRST WEEKEND OF DEC. & JUNE.
VOTERS MUST BE DUES PAID AND POSSESS proof of
BEING DUES PAID. (IE. TICKET OR RECEIPT GIVEN BY P.M.
DURING QUALS.) VOTES will BE TAKEN AT TANGLEWOOD
ON SAT. MIRKWOOD ON SUN. VOTES will THEN BE
TALLIED AND RESULTS GIVEN AT MIRKWOOD AT END
of THAT DAY. DUES PAID MEMBERS MAY VOTE
FOR ANY OR ALL POSITIONS ON KINGDOM AND DUCHY
LEVELS.

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Qualifiers — outcome of quals. All persons qualifying for positions will announce their choice of position. Only one position can be entered by that person, meaning no one may run for ~~duke & monarch~~ ~~or~~ two or more positions in hopes of winning ~~one~~ one.
 ☒ if running for ^{OR DUKE} ~~MONARCH~~ run for that position only. Any qualifier may run for any one position, they still must be voted into position!

Example: Some one from Tanglewood wins Duke of Mirkwood. That person is obligated to rep. Mirkwood and must attend their parks activities ^{AND CRITERIA for position} and vice versa.

REQUIREMENTS OF POSITIONS —

MONARCH — MUST ATTEND KINGDOM PARK ^{minimum} 2 WEEKENDS A MONTH. MUST ALSO VISIT ^{OTHER} ~~BOTH~~ DUCHIE PARKS AT LEAST ONCE A MONTH. MUST ALSO BE PRESENT AT KINGDOM ALLTHING. CANNOT MISS FOUR CONSECUTIVE WEEKS AT ANY ONE PARK, OR TWO CONS. ALLTHINGS

REGENT — SAME AS BEFORE

CHAMPION — DITO

KINGDOM P.M. — SAME AS BEFORE ~~ADDING~~, MUST ATTEND ALLTHING, MUST COLABORATE WITH DUCHY P.M.'S AT ALLTHING. ALSO MUST ATTEND CROWN ELECTIONS AT BOTH PARKS.

DUKE — MUST ATTEND DUCKY PARK AT LEAST 7 TIMES
A MONTH, MUST ALSO ATTEND KINGDOM ALLTHING AND
RECORD INFORMATION RETURNING TO THEIR PARK ON
THE FOLLOWING SUN. TO HOLD DUCKY ALLTHING.
CANNOT MISS 4 CONS. WEEKS. } OR TWO CONS.
ALL THINGS. } OF THEIR PARK.

DUCKY P.M. — SAME AS KINGDOM WITH THIS ADDED
MUST ATTEND KINGDOM ALLTHINGS, REPORT MONTHLY
SIGN-INS, TURN IN ALL MONEY COLLECT FOR DUES AND
LIST OF PERSONS WHO PAID. CANNOT MISS
TWO CONSECUTIVE ALLTHINGS.

ALL POSITIONS — IF UNABLE TO ATTEND ALLTHING
SEND REPRESENTATIVE ABLE TO OBTAIN KINGDOM INFO.
MONARCH + P.M. (KINGDOM) MUST BE 18 FOR LEGAL
MATTERS.

PROPOSED BY

KAZ