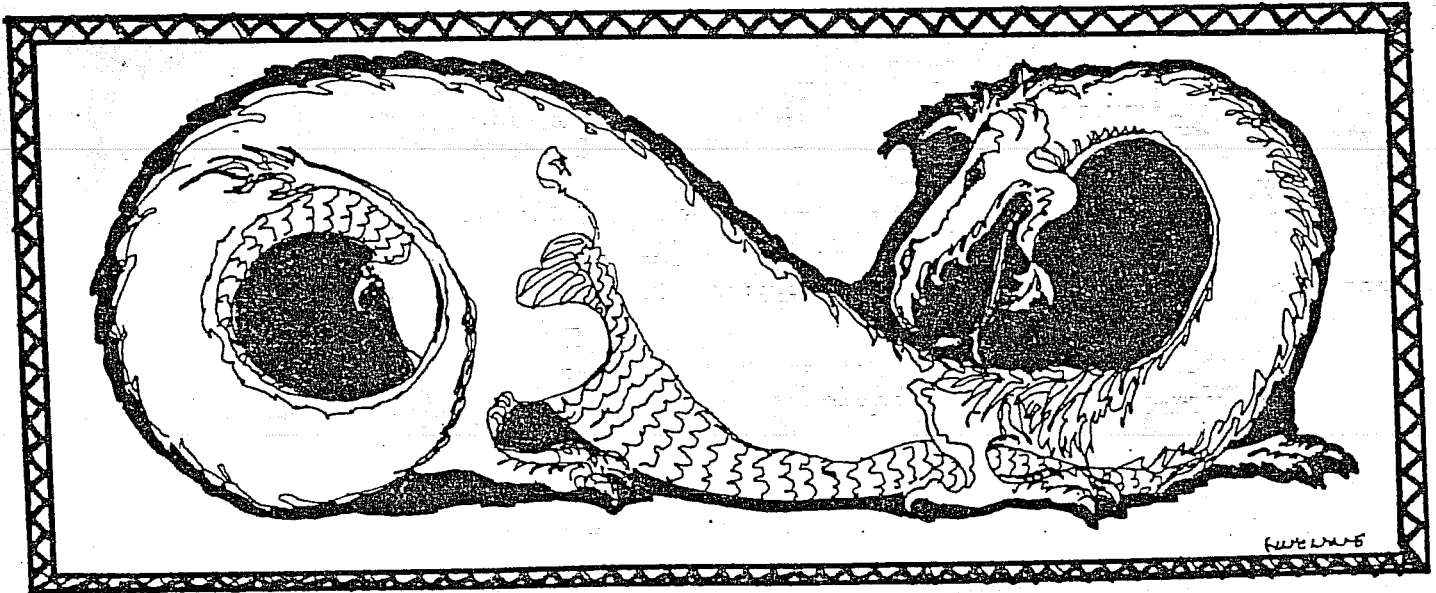


Antgard, Kingdom of the
Burning Lands

THE CORPORA OF LAWS OF AMTGARD:
KINGDOM OF THE BURNING LANDS

Introduction: Amtgard is a vehicle for 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 between the people who do come to Amtgard for recreation. The ideal purpose of government is to serve the people, not the other way around. Some of the great philosophers have said that "man is greater than his institutions." No rulebook can cover every possible situation, and no person should be bound by constraints that he or she feels are in conflict with his moral standards. All the good ever done on this planet has been accomplished by people who stood up and dared to make their mark. This Corpora is an offering of service. Its many contributions were made by people who cared to contribute and who had the competence to make their ideas take shape. It is not engraved in stone. People, their relationships, change. Amtgard will change and hopefully, with the contributions of its best, it will prosper and grow. The pages within contain an offering of ideas and service, and, I believe, there is quality and care here. However, it would be a gross presumption to state that any body of laws has any real precedence over the thinking and activities of a human being, for these same laws were only made by humans. Only a tyrant would attempt to force "the law" upon an unwilling person, and only a coward would submit to such treatment. He who would create must stand on his own two feet. We must monitor our own thoughts and actions if we are to build anything positive in our lives, our relationships, and that unique corner of the world that we call "Amtgard".

-Aramithris-



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Amtgard, Kingdom of the Burning Lands

ABBREVIATED TABLE OF CONTENTS

1.0 Offices of the Kingdom

- 1.1 Monarch
- 1.2 Princess or Prince Consort
- 1.3 Prime Minister
- 1.4 Champion of the Realm
- 1.5 Board of Directors
- 1.6 Scribe
- 1.7 Guildmaster of Reeves
- 1.8 Captain of the King's Guard
- 1.9 Class Guildmasters

2.0 Other positions

- 2.1 Colleges of Arts and Sciences
- 2.2 Reeves Guild
- 2.3 King's/Princess' Guard
- 2.4 Circle of Steel
- 2.5 Princess' Defender
- 2.6 Court Bard
- 2.7 Court Jester

3.0 Club Government

- 3.1 Allthings
- 3.2 Elections
- 3.3 Removing Club Officers
- 3.4 Rules Changes
- 3.5 Dues and Policies of the Treasury

4.0 Honors and Awards

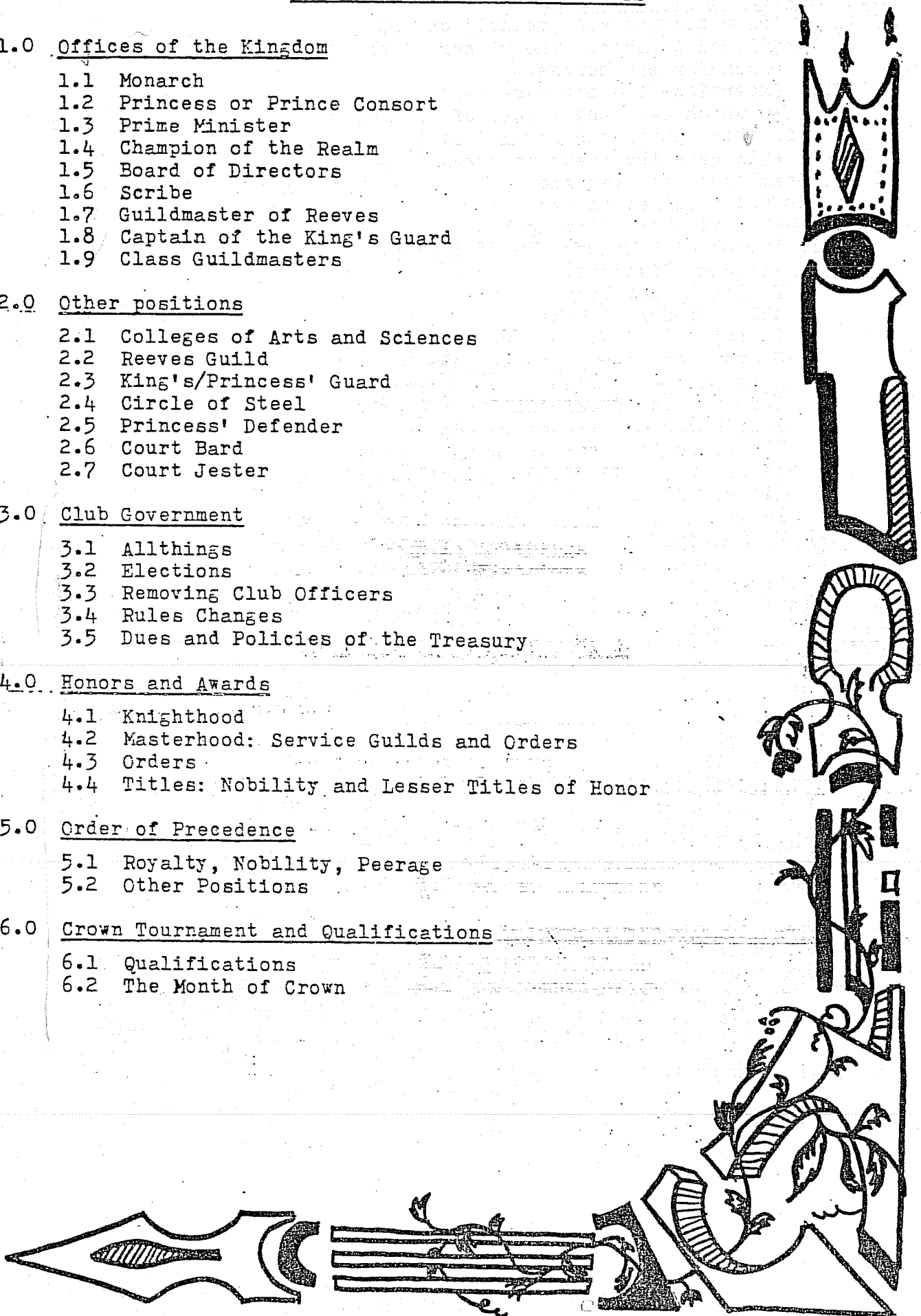
- 4.1 Knighthood
- 4.2 Masterhood: Service Guilds and Orders
- 4.3 Orders
- 4.4 Titles: Nobility and Lesser Titles of Honor

5.0 Order of Precedence

- 5.1 Royalty, Nobility, Peerage
- 5.2 Other Positions

6.0 Crown Tournament and Qualifications

- 6.1 Qualifications
- 6.2 The Month of Crown



1.0 Offices of the Kingdom

1.1 Monarch: (King or Queen)

- 1.1.1 A Crown tourney will be held on the third weekend of the months of April and ^{DOU} ~~October~~ ^{MAY}. The winner of this tourney will become the ruling Monarch for six months. ~~By Election~~, must Qualify
- 1.1.1.1 Exception- the populace may choose to elect a Monarch at this time, in which case the winner of this tourney shall be the Champion.
- ✓ 1.1.2 Will have an automatic seat at the Allthings.
- ✓ 1.1.2.1 Will have the power to break ties at the Allthings.
- ✓ 1.1.3 Shall preside over and conduct all ceremonies and functions.
- ✓ 1.1.4 Is not required to pay any fees during his/her term.
- 1.1.5 May award the following honors:
- ✓ 1.1.5.1 Titles of Nobility- granted by patent (discretion of Monarch):
Marquis, Viscount, Baronet, Lord (lesser title)
- ✓ 1.1.5.2 Titles of Nobility- earned by tenure (for a specific service listed in this Corpora): Duke, Count, Baron, Defender (lesser title)
- ✓ 1.1.5.3 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
- ✓ 1.1.5.4 The following orders: Dragon, Flame, Griffon, Hydra, Jovious, Lion, Mask, Owl, Rose, Walker of the Middle, Warrior, Zodiac ^(Add new order)
- ✓ 1.1.5.5 Titles of Masterhood for the service guilds (by tenure): Garber, Reeve, Smith
- ✓ 1.1.5.6 Titles of Masterhood for the orders (by tenure): Dragon, Lion/Griffon, Owl, Rose, Warrior (Warlord)
- ✓ 1.1.5.7 Garber and Smith credits
- 1.1.6 May create new honors, awards, and titles.
- 1.1.7 ~~Will~~ ^{could} receive these titles after his/her term is over:
- 1.1.7.1 Knight of the Crown ^{for 2 terms}
- 1.1.7.2 Duke/Duchess ^{for 1 term} ~~could~~
- 1.1.8 Shall descend from the throne if he/she misses more than four weeks in a row or twelve weeks total.
- 1.1.8.1 Exception- special situations will be taken into consideration by the Allthing.
- 1.1.9 No Monarch may have the throne for more than two consecutive terms.
- 1.1.10 Only those who qualify at Crown Qualifications may try for Monarch.

1.2 Princess or Prince Consort:

- 1.2.1 Every Monarch must have a Princess or Prince Consort.
- 1.2.2 May bestow the following orders: Dragon, Lion, Owl, Rose, ^{Smith & Garber credits} ~~Crimson~~
- 1.2.3 Is not required to pay any fees during her/his term.
- 1.2.4 Shall head and be responsible for the Colleges of Arts and Sciences.
- 1.2.5 May create new honors and awards in keeping with her/his duties.
- 1.2.6 Is responsible for the next Crown Coronation feast.
- 1.2.7 ~~Will~~ ^{could} receive the title of Countess/Count after her/his term is over.
- 1.2.8 Shall not miss six weeks in a row or more than twelve weeks total else
- 1.2.9 ~~As a new consort must be chosen~~ will be voted from those who qualified at last Quads.

1.3 Prime Minister

- 1.3.1 Every third weekend in ^{March} ~~January~~ and ^{Sept.} ~~July~~ an election shall be held. The winner of this election shall become the Prime Minister for six months.
- 1.3.2 All candidates for the election must be approved by the Allthing.
- 1.3.3 The Prime Minister is not required to pay any monthly dues during his/her term. ^{must be 18 yrs old}
- 1.3.4 Is responsible for the following aspects of the club funds:
- ✓ 1.3.4.1 Collection of all fees and dues
- ✓ 1.3.4.2 Maintain and keep accurate records of the club treasury
- ✓ 1.3.4.3 Keep accurate records on all club income and expenditures
- ✓ 1.3.4.4 Maintain accurate records on the dues paid status of all club members

- 1.35 ✓ Must keep records of attendance and active members
- 1.351 ✓ Must keep the Member Information files on all members up to date.
- 1.36 ✓ ^{Could} Is responsible for providing rulebooks and newsletters to the populace.
- 1.37 ~~Will~~ receive the title: Baron/Baroness when his/her term is over.
- 1.38 Shall not miss more than a total of eight weeks else a new Prime Minister must be elected.

1.4 Champion of the Realm

1st Champion

- 1.41 The Champion is the individual who placed ~~second~~ in the Crown tourney.
- 1.411 Exception- if the Monarch is elected, ~~then the winner of the Crown tournament shall be the Champion.~~ ^{must Qualify AS MONARCH}
- 1.42 Shall maintain a lost and found for the organization.
- 1.43 Responsible that all weapons and armor have been checked for safety and legality.
- 1.44 Responsible for organizing the battlegames on days when no pre-determined scenarios are scheduled.
- 1.45 Shall be the defender of the Crown.
- 1.46 ~~Will become the pro-tem Monarch if the present Monarch should prematurely leave the throne.~~
- 1.47 Shall not miss more than four weeks in a row or twelve weeks total else a new Champion must be found. ^{1.47 AS 1.181}
- 1.48 ~~Shall~~ ^{could} receive the title of Defender after his/her term.

1.5 Board of Directors (B.O.D.)

- 1.51 Five club members shall be chosen by open ballot to serve in this capacity.
- 1.511 An election for the B.O.D. will be held once a year during the first week in January.
- 1.52 The B.O.D. will have no power to change, alter, or otherwise affect the rulebook(s) or Corpora.
- 1.53 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.
- 1.54 The B.O.D. has no status in the order of precedence and no jurisdiction over internal club functions.

1.6 Scribe

- 1.61 Appointment and dismissal are the Monarch's option.
- 1.62 Shall work with the Prime Minister to insure that a club newsletter is printed at least once every two months.
- 1.63 Print any fliers, letters, or other news of the Crown and Minister.
- 1.64 Work with the Monarch and Minister to maintain a yearly calender of events. ^{NOTES}
- 1.65 ~~Keep the minutes of all Amtgard meetings and Allthings.~~

1.7 Guildmaster of Reeves

- 1.71 ✓ Shall be chosen from the Reeves guild by election at the Crown Qualifications. Members of the guild that may vote are those who passed the Reeves test with a score of 75% or better and the current guildmaster.
- 1.72 ✓ Shall work with the Monarch and Minister to insure that the rules are applied accurately, fairly, and honestly on the battlefield.
- 1.73 ✓ Shall work with the Champion in checking armor and weapons for safety and legality.
- 1.74 ✓ 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.
- 1.75 ✓ Will be the Crown's advisor on the rules.
- 1.76 ✓ Will give the Reeves test every six months at Crown Qualifications.
- 1.77 Dismissal is by a decision of the Monarch and Prime Minister ^{popular}
- 1.78 ^{must PASS A 100 quest. Reeves test}

& Reeves guild

1.8 Captain of the King's Guard

- 1.81 Appointment and dismissal are the Monarch's option.
- 1.82 Shall be in charge of security at all Amtgard events. *Functions*
- 1.83 ~~Shall insure that the Monarch and Consort are properly escorted.~~
- 1.84 Will share duties with the Champion *And Sheriff* in terms of carrying out the policies of the Crown.

1.9 Class Guildmasters

- 1.91 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.
- 1.911 One must have participated in a guild in the past six months in order to vote in the election for that guild's guildmaster.
- 1.92 Class guilds ^{master} include all fighting guilds (warriors, healers, barbarians, ~~Reeves~~ etc.). *Must pass test on their class*
- 1.93 Guildmasters have the following responsibilities:
 - 1.931 Must keep the members of their guild following the proper rules of their class. *Test members of their guild to advance for levels*
 - 1.932 Monitor their classes and present ideas for improvements and possible solutions for problem areas to the Monarch and the Allthing.
 - 1.933 Help new people to learn and play by the rules.
 - 1.934 Encourage garb, equipment, and personas applicable to their class.
- 1.94 Guildmasters may be removed from office by a 2/3 vote of all guild members and approval of the Monarch and Prime Minister.

2.0 Other Positions

2.1 Colleges of Arts and Sciences

- 2.11 The non-fighting guilds shall have a guildmaster chosen every six months at the Crown feast. The ~~Monarch~~ ^{Consort} shall choose the Science guildmasters, and the ~~Consort~~ shall choose the Arts guildmasters.
- 2.12 Although the guilds will vary, the following are examples:
 - 2.121 Arts- Art, Garbers, Literature, Minstrils, Theatre
 - 2.122 Sciences- Heraldry, Sages, Engineers, Gladiators, Smiths
- 2.13 Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline in the club.
- 2.14 Certain Arts and Sciences guilds have additional duties:
 - 2.141 Garbers- inform the Monarch and Prime Minister when a garber credit should be awarded for one of the following reasons: making nice garb for others, ~~armor construction~~, flag construction, making superior garb for oneself (note that garber credits may be awarded in addition to orders of the Dragon).
 - 2.142 Heraldry- collect and maintain the personal symbols and persona histories of all club members.
 - 2.143 Smiths-
 - 2.1431 Inform the Monarch 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.
 - 2.1432 Aid the Monarch, and especially the Champion and Guildmaster of Reeves to insure that equipment utilized on the battlefield is safe.
 - 2.1433 Inform the Prime Minister when a person achieves a new weapon classification rating in dueling. Ratings are gained in each weapons class by the schedule that follows. KEY: *- duels must be fought against four or more different opponents determined by the dueling/tourney organizers.
 - AA- win twelve or more consecutive duels*
 - A- win six or more consecutive duels*
 - B- win a tourney (four or more duels)*
 - C- place 2nd or 3rd in a tourney (four or more duels)*
 - 2.1434 Work with the Prime Minister to keep people's dueling records accurate.

2.2 Reeves Guild

2.21 Members are those who have passed the Reeves test within the last six months with a score of 75% or better.

2.22 While under the jurisdiction of the Monarch and the Guildmaster of Reeves, the Reeves have the following powers over the battlegames:

2.221 May add newcomers and adjust the teams to balance a game.

2.222 May call whether a hit on a person is valid or not.

2.223 May take unsafe people or equipment off the battlefield.

2.224 May take time off a person's death if he died especially well.

2.225 May declare a person dead if he persistently is causing problems.

2.226 May declare the end to a game if play is stagnating.

2.227 May appropriate additional reeves if they are needed.

2.23 Reeves are responsible for the following:

2.231 Must insure that the games are safe to participants and bystanders.

2.232 Shall retrieve expended and discarded equipment.

2.233 Shall help the participants in their understanding of the games.

2.234 Shall insure that the quality of play is honest and in keeping with the spirit of the rules.

2.3 King's/Princess' Guard

2.31 No more than ten people shall fill these slots. They will be chosen by the Monarch and the Consort. *Do not include Capt, Champ or Defender*

2.32 Shall escort the Crown and aid the Captain of the Guard in his/her duties.

2.4 Circle of Steel

2.41 Shall be composed of the captains of all companies with three or more participating members.

2.42 Shall organize and orchestrate company-related activities within the club.

2.5 Princess' Defender

2.51 Shall be chosen by the Monarch's Consort. *Tourney or Appointed*

2.52 Will escort and serve the Consort in much the same way the Champion augments the Monarch.

2.6 Court Bard

2.61 Appointment and dismissal are the Monarch's option.

2.62 Responsible for organization and performance of the arts at official club functions.

2.7 Court Jester

2.71 Appointment and dismissal are the Monarch's option.

2.72 Responsible for humor and levity at official club functions.

2.73 May double as the herald for all announcements of the Crown.

3.0 Club Government

3.1 Allthings

3.11 An Allthing shall be scheduled once each month. Whether it is actually held is subject to club interest and involvement. (i.e. - if no one has business to bring before the club, then there will be no Allthing for that month).

3.12 Anyone may attend; Only dues paying members (active members) may vote on club policies.

3.13 The Allthing may do the following things:

3.131 Discuss and enact rule changes

3.132 Revise and update the Corpora

3.133 Discuss and vote on major expenditures of the club treasury

3.134 Discuss the future of the Kingdom and its priorities

Allthings will be held once All odd months

3.2 Elections

3.21 Shall be held by the Prime Minister.

3.211 Exception- the Prime Minister election will be held by the Guildmaster of Reeves.

3.22 The winner of any election requires a simple plurality vote (more votes than the next highest vote getter).

3.23 People must have been in the club for six months in order to vote in any election.

3.24 The Monarch shall break any tie votes in an election.

3.3 Removing Club Officers

3.31 Can be initiated by a petition signed by at least 20% of the active (dues paying) members of the club.

3.32 Requires a 2/3 vote of all club members for removal.

3.33 ~~May be vetoed by joint agreement of the Monarch and Prime Minister.~~

3.4 Rules Changes

3.41 Any decision agreed upon by the Monarch and Prime Minister is law until the next Allthing (a duration of one to seven weeks).

3.42 Temporary rulings may be published in the newsletter.

3.43 Final rulings will be added to the rulebook.

3.44 Only the Allthing, or the Monarch and Prime Minister, can change, add or delete from the ^{Rules} laws of Amtgard.

3.45 Any suggested changes to a class should be first passed by the guildmaster of that class.

3.5 Dues and Policies of the Treasury

3.51 Dues are \$5 for six months or \$1 per month. Though not required of club members, certain positions and perogatives may only be applicable to active (dues paying) members. People should read this Corpora very carefully to ascertain the advantages of active membership.

3.52 Receipts will be given if requested.

3.53 The Prime Minister shall serve in the capacity of club treasurer.

3.54 The Monarch or Minister may each spend 10% of the treasury every month in order to run the Kingdom. The Allthing must vote on any larger expenditures of the treasury.

3.55 Dues paying members are entitled to a copy of the rules, the Corpora, and the club newsletter. However, note that the club is not obligated to provide materials to a member if the cost to reproduce those materials exceed the sum of the dues that particular person paid.

4.0 Honors and Awards

4.1 Knighthood:

Listed first because of the attraction it holds for most club members. Amtgard has experimented with several systems of criteria for knighthood. None of them worked very well, mainly because people wanted the mark of achievement more the achievements themselves. It is unfortunate that so many believe a white belt will elevate them past their own foibles and fears. Not withstanding the mistakes of the past, here are the latest criteria for Knighthood. It is an attempt to at least partially recognize the efforts of our brightest and our best. This system might yield a higher percentage of white belts than other medieval organizations. That only reflects Amtgard's trend away from the massive arrogance found elsewhere that implies it is the mark of a knightly persona to drive the infidels (translate to: "other guys") into the ground. In the modern "real" world, Knighthood is awarded for a variety of reasons (winning a Nobel prize, organizing an effort to feed the starving in Africa, etc.). It is to be hoped that Amtgard will take a page from this more enlightened perspective.

- 4.11 The Monarch may knight people into any of the four orders. 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 that the achievement of criteria set forth does not automatically grant Knighthood. Also note that the traditional positive knightly virtues will go a long way towards achieving the white belt.
- 4.12 The orders of Knighthood:
- 4.121 Knights of the Crown
- a. a civil order for serving in the highest echelons of the club
 - b. colors: white trimmed with gold
 - c. requirements: complete a term as the Monarch or serve in two of the following three positions: Champion, Consort, Prime Minister
- 4.122 Knights of the Flame
- a. a service order for contributions to the club
 - b. colors: white trimmed with red
 - c. requirements: Masterhood in at least one of the following three areas- Rose, Lion, Smith
- 4.123 Knights of the Serpent
- a. an achievement order for excellence in the arts and/or sciences
 - b. colors: white trimmed with green
 - c. requirements: Masterhood in at least one of the following three areas- Dragon, Owl, Garber
- 4.124 Knights of the Sword
- a. a military order for fighting skills and battlefield prowess
 - b. colors: white trimmed with silver
 - c. requirements: any of the following honors- Warlord, ~~Defender~~, Weaponmaster (equivalent tournament successes will be considered)
- 4.13 Only those Knights who have been a member of the Circle of Knights (Guild of Knights) for twelve or more weeks may play a paladin or anti-paladin.
- 4.14 A Knight may choose to take a squire.
- 4.141 The garb of a squire is a red belt.
- 4.2 Masterhood in the Service Guilds and Orders
- 4.21 Awarded by the Monarch for achieving the criteria set forth.
- 4.22 Denotes excellence in contributions to the club in the area listed (see explanations of the orders themselves).
- 4.23 Specific types of Masterhood:
- 4.231 Dragon- 10 orders of the Dragon
 - 4.232 Garber- 12 garber credits
 - 4.233 Lion- any combination of orders of the Lion and orders of the Griffon that add up to 10
 - 4.234 Owl- 10 orders of the Owl
 - 4.235 Reeve- 12 weeks experience as a reeve
 - 4.236 Rose- 10 orders of the Rose
 - 4.237 Smith- 12 smith credits
 - 4.238 Warrior (designated title: Warlord)- 10 orders of the warrior
- 4.3 Orders
- 4.31 Order of the Dragon
- given by: the Crown- Monarch, Consort
 - given for: outstanding achievements in the arts (garb, art, music, etc.)
 - limitations: none
- 4.32 Order of the Flame
- given by: the Monarch
 - given for: given to a group for outstanding contributions to the club
 - limitations: only one may be given in each Monarch's reign
- 4.33 Order of the Griffon
- given by: the Monarch
 - given for: courage, chivalry, and honor on the battlefield
 - limitations: none

- 4.34 Order of the Hydra
given by: the Monarch
given for: entering enough Crown Qualifications events to qualify for the Crown tourney
limitations: each person may only receive one Hydra per Crown qualifications
- 4.35 Order of the Jovious
given by: the Monarch
given for: outstanding attitude
limitations: only one may be given in each Monarch's reign
- 4.36 Order of the Lion
given by: the Crown- Monarch, Consort
given for: displaying outstanding traits of service and loyalty to the club
limitations: none
- 4.37 Order of the Mask
given by: the Monarch
given for: outstanding portrayal of persona
limitations: only one may be given in each Monarch's reign
- 4.38 Order of the Owl
given by: the Crown- Monarch, Consort
given for: outstanding achievements in the sciences (armor, construction, etc.)
limitations: none
- 4.39 Order of the Rose
given by: the Crown- Monarch, Consort
given for: beneficial service to the club
limitations: none
- 4.3A Order of the Walker of the Middle
given by: the Monarch
given for: exemplification of the ideals and conduct of reeves
limitations: a person may never receive more than one of these
- 4.3B Order of the Warrior
given by: the Monarch
given for: fighting ability (see the criteria below)
limitations: higher levels are increasingly difficult to attain
criteria:

Level	Color of belt	Color of favor	Associated Animal	Dueling Criteria
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. Noone has ever achieved warlord status (10th level or higher) without winning at least two major tournies.

- 4.3C Order of the Zodiac
given by: the Monarch
given for: outstanding contributions in any one month
limitations: only one may be given each month

Standards for good deeds