

THE CORPORA OF LAWS OF AMTGARD

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 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 their own 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. These 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 and 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 activities of a human being, for these same laws were 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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1.0 Offices of the Kingdom.

I. Monarch: (King or Queen)

- A. Only those who qualify at Crown Qualification may try for Monarch.
- B. Shall hold an automatic seat on the B.O.D. during his/her reign.
- C. A Crown tourney will be held every 6 months. The winner of this tourney will become the ruling Monarch for six months.
 - 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.
- D. Will have an automatic seat at the Allthings.
- E. Will have the power to break ties at the Allthings.
- F. Shall preside over and conduct all ceremonies and functions.
- G. May award the following honors:
 - 1. Titles of Nobility - granted by patent (discretion of Monarch): Marquis, Viscount, Baronet, Lord. (lesser title)
 - 2. Titles of Nobility - earned by tenure (for a specific service listed in this Corpora): Duke, Count, Baron, Defender. (lesser title)
 - 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.
 - 4. All Orders.
 - 5. Titles of Masterhood for the service Guilds. (by tenure)
 - 6. Garber and Smith credits.
 - 7. Titles of Masterhood (with Prime Minister and class Guildmaster) for the fighting Guilds.
 - 8. Titles of Masterhood for the service Guilds. (by patent)
 - 9. May create new honors, awards, and titles.
- H. Will receive these titles after his/her term is over:
 - 1. Knight of the Crown.
 - 2. Duke/Duchess.
- I. Shall descend from the throne if he/she misses more than four weeks in a row or twelve weeks total.
 - 1. Exception - special situations will be taken into consideration by the Allthing.
- J. No Monarch may have the throne for more than two consecutive terms.
- K. Is not required to pay any fees during her/his term.

II. Consort or Regent:

- A. Every Monarch must have a Consort or Regent.
- B. May bestow the following orders: Dragon, Lion, Owl, and Rose.
- C. Is not required to pay any fees during her/his term.
- D. Shall head and be responsible for the Colleges of Arts and Sciences.
- E. May create new honors and awards in keeping with her/his duties.
- F. Is responsible for the next Crown Coronation feast.
- G. Will receive the title of Countess/Count after her/his term is over.
- H. Shall not miss six weeks in a row or more than twelve weeks total else a new Consort/Regent must be chosen.

III. Prime Minister:

- A. Every Mid Reign an election shall be held. The winner of this election shall become the Prime Minister for six months.
- B. All candidates for the election must be approved by the Allthing.
- C. The Prime Minister is not required to pay any monthly dues during his/her term.
- D. Is responsible for the following aspects of the club funds:
 - 1. Collection of all fees and dues.
 - 2. Maintain and keep accurate records of the club treasury.
 - 3. Keep accurate records on all club income and expenditures.
 - 4. Maintain accurate records on the dues paid status of all club members.
- E. Must keep records of attendance and active members.
- F. Must keep the Member Information files on all members up to date.
- G. Is responsible for providing a rulebook and newsletters to the populace.
- H. Will receive the title: Baron/Baroness when his/her term is over.
- I. Shall not miss more than a total of eight weeks else a new Prime Minister must be elected.
- K. Shall hold an automatic seat on the B.O.D. during his/her reign.

IV. Champion of the Realm:

- A. The Champion is the individual who placed second in the Crown Tourney.
 - 1. Exception - if the Monarch is elected, then the winner of the Crown Tournament shall be the Champion.
- B. Shall maintain a lost and found for the organization.
- C. Responsible that all weapon and armor have been checked for safety and legality.
- D. Responsible for organizing the battle games on days when no pre-determined scenarios are scheduled.
- E. Shall be the Defender of the Crown.
- F. Will become the Pro-Tem Monarch if the present Monarch should prematurely leave the throne.
- G. Shall not miss more than four weeks in a row or twelve weeks total else a new Champion must be found.
- H. Shall receive the title of Defender after his/her term.

V. Scribe:

- A. Appointment and dismissal are the Monarch's option.
- B. Shall work with the Prime Minister to insure that a club newsletter is printed at least once every two months.
- C. Print any fliers, letters, or other news of the Crown and Minister.
- D. Work with the Monarch and Minister to maintain a yearly calendar of events.

VI. Captain of the King's Guard:

- A. Appointment and dismissal are the Monarch's option.
- B. Shall be in charge of security at all Amtgard events.
- C. Insure that the Monarch and Consort/Regent are properly escorted.
- D. Will share duties with the Champion in terms of carrying out the policies of the Crown.

VII. Board of Directors: (B.O.D.)

- A. Five club members shall be chosen by open ballot to serve in this capacity.
 - 1. An election for the B.O.D. will be held once a year during the Mid Reign Revel.
 - 2. The Monarch and Prime Minister will hold automatic seats on the B.O.D. during their terms in office.
- B. The B.O.D. will have no power to change, alter, or otherwise affect the Rulebook(s) or Corpora.
- C. 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.
- D. The B.O.D. has no status in the order of precedence and no jurisdiction over internal club function.
- E. The B.O.D. shall meet to discuss business not less than once every three months.
- F. The B.O.D. shall choose the following corporate officers:
 - 1. Membership Officer (and designated agent) - responsible for maintaining a mailing address for the Amtgard corporation. Will work with the treasurer under the authority of the B.O.D. to handle all corporate business with all government agencies and organizations. Shall list the minutes of all B.O.D. meetings.
 - 2. Treasurer - shall maintain an accurate record of all corporate income and expenditures, specifically in the case of government audits. Will be required to work closely with the Prime Minister in these areas.

VIII. Guildmaster of Reeves:

- A. Shall be chosen from the Reeves Guild by election at the Crown Qualifications. Members of the Guild may vote if they have passed the Reeves test with a score of 75% or better.
- B. Shall work with the Monarch and Minister to insure that the rules are applied accurately, fairly, and honestly on the battlefield.
- C. Shall work with the Champion in checking armor and weapons for safety and legality.
- D. 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.
- E. Will be the Crown's advisor on the rules.
- F. Will give the Reeve's test every six months at Crown Qualifications.
- G. Dismissal is by a decision of the Monarch and Prime Minister.
- H. May enforce an initial warning, followed by bout forfeit, and then tourney disqualification for particularly troublesome or unsportsmanlike fighters at the tourneys.

IX. Class Guildmaster:

- A. Each fighting Guild, the Circle of Knights, and the Reeves Guild will each vote for their Guildmaster at the Crown Qualifications held every six months.
 - 1. One must have participated in a Guild in the last six months to participate in the Guildmasters election.
- B. Class Guilds include all fighting Guilds.
- C. Guildmasters have the following responsibilities:
 - 1. Must keep the members of their Guild following the proper rules of their class.
 - 2. Monitor their classes and present ideas for improvements and possible solutions for problem areas to the Monarch and the Allthing.
 - 3. Help new people learn and play by the rules.
 - 4. Encourage garb, equipment, and personas applicable to their class.
- D. Guildmasters may be removed from office by a 2/3 vote of all Guild members and approval of the Monarch and Prime Minister.

VI. Court Bard:

- A. Appointment and dismissal are the Monarch's options.
- B. Responsible for organization and performance of the Arts at official club functions.

VII. Court Jester:

- A. Appointment and dismissal are the Monarch's option.
- B. Responsible for humor and levity at official club functions.
- C. May double as the Herald for all announcements of the Crown.

3.0 Club Government.

I. Allthings:

- A. 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)
- B. Anyone may attend; Only dues paying members (active members) may vote on club policies.
- C. The Allthing may do the following things:
 - 1. Discuss and enact rule changes.
 - 2. Revise and update the Corpora.
 - 3. Discuss and vote on major expenditures of the Club Treasury.
 - 4. Discuss the future of the Kingdom and its priorities.
- D. Allthings rules of order may be set down by the Crown. The champion is responsible for enforcement.

II. Elections:

- A. Shall be held by the Prime Minister.
 - 1. Exception - the Prime Minister election will be held by the Guildmaster of Reeves.
- B. The winner of any election requires a simple plurality vote. (more votes than the next highest vote recipient)
- C. People must have been in the club for six months in order to vote in any election.
 - 1. The Crown may also set a minimum attendance and require a contributing membership for determining eligibility to vote in elections.
- D. The Monarch shall break any tie votes in an election.

III. Removing Club Officers:

- A. Can be initiated by a petition signed by at least 20% of the active (dues paying) members of the club.
- B. Requires a 2/3 vote of all club members for removal.
- C. May be vetoed by joint agreement of the Monarch and Prime Minister.

IV. Rules Changes:

- A. Any decision agreed upon by Monarch and Prime Minister is law until the next Allthing. (a duration of one to seven weeks)
- B. Temporary rulings may be published in the newsletter.
- C. Final rulings will be added to the rulebook.
- D. Only the Allthing, or the Monarch and Prime Minister, can change, add or delete from the Laws of Amtgard.
- E. Any suggested changes to a class should be first passed by the Guildmaster of that class.

V. Dues and Policies of the Treasury:

- A. The correct technical term for "dues" is donations. The correct term for "active" is contributing.
- B. Dues are \$5 for six months or \$1 per month. Though not required of club members, certain positions and privileges may only be applicable to active (dues paying) members. People should read this Corpora very carefully to ascertain the advantages of active membership.
- C. Receipts will be given if requested.
- D. The Prime Minister shall serve in the capacity of club treasurer.
- E. 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.
- F. 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.

I. 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 than the achievements themselves. It is unfortunate that so many believe a white belt will elevate them past their own foibles and fears. Notwithstanding the mistakes of the past, here are the latest criteria for Knighthood. It is an attempt to at least partially recognize the effort 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 hoped that Amtgard will take a page from this enlightened perspective.

- A. 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.
- B. Orders of Knighthood:
 - 1. 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 2 of the 3 following positions: Champion, Consort/Regent, Prime Minister.
 - 2. 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, or Smith.
 - 3. 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, or Garber.
 - 4. Knights of the Sword.
 - a. A military order for fighting and battlefield prowess.
 - b. Colors: White trimmed with silver.
 - c. Requirements: Any of the following honors - Warlord, Defender, Weapon Master. (equivalent tourney successes will be considered)
- C. Only those Knights who have been a member of the Circle of Knights for 12 or more weeks may play a Paladin or Anti-Paladin.
- D. A Knight may choose to take a squire.
 - 1. The garb of a squire is a red belt.

II. Orders:

- A. Order of the Dragon.
 given by: Crown - Monarch, Consort/Regent.
 given for: Outstanding achievement in the Arts. (garb, art, music, etc.)
 limitations: None.
- B. 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.
- C. Order of the Griffin.
 given by: Monarch.
 given for: Courage, chivalry, and honor on the battlefield.
 limitations: None.
- D. Order of the Hydra.
 given by: Monarch.
 given for: Entering enough Crown Qualification events to qualify for the Crown tourney.
 limitations: Each person may only receive one Hydra per Crown Qualifications.
- E. Order of the Jovious.
 given by: Monarch.
 given for: Outstanding attitude.
 limitations: Only one may be given in each Monarch's reign.
- F. Order of the Lion.
 given by: The Crown - Monarch, Consort/Regent.
 given for: Displaying outstanding traits of service and loyalty to the club.
 limitations: None.
- G. Order of the Mask.
 given by: Monarch.
 given for: Outstanding portrayal of persona.
 limitations: Only one may be given in each Monarch's reign.
- H. Order of the Owl.
 given by: The crown - Monarch, Consort/Regent.
 given for: Outstanding achievements in the Sciences. (armor, construction, etc.)
 limitations: None.
- I. Order of the Rose.
 given by: Crown - Monarch, Consort/Regent.
 given for: Beneficial service to the club.
 limitations: None.
- J. 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.
- K. Order of the Warrior.
 given by: Monarch.
 given for: Fighting ability. (see the criteria below)
 limitations: Higher levels are increasingly difficulty to attain.

L. Order of the Zodiac.

given by: Monarch.
 given for: Outstanding contributions in any one month.
 limitations: Only one may be given each month.

Criteria for Orders of the Warrior

Level	Color of Belt favor	Associated Animal	Dueling Criteria
1	Green	Snake	win 3 straight
2	Blue	Boar	win 5 straight
3	Red	Mongoose	win 7 straight
4	Brown	Bear	win 9 straight
5	Rust	Hawk	win 11 straight
6	Gray	Wolf	win 13 straight
7	Orange	Tiger	win 15 straight
8	Black	Panther	win 17 straight
9	Purple	Dragon	win 19 straight
10+	Red with a Yellow border	Phoenix (Warlord)	win 21 straight

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 tourneys.

III. Masterhood in the Service Guilds and Orders:

- A. Awarded by the Monarch for achieving the criteria set forth.
- B. Denote excellence in contributions to the club in the area listed (see explanations of the orders themselves).
- C. Specific types of Masterhood.
 - 1. Dragon- 10 orders of the Dragon.
 - 2. Garber- 12 Garber credits.
 - 3. Lion- any combination of orders of the Lion and orders of the Griffin that add up to 10.
 - 4. Owl- 10 orders of the Owl.
 - 5. Reeve- 12 weeks experience as a Reeve.
 - 6. Rose- 10 orders of the Rose.
 - 7. Smith- 12 Smith credits.
 - 8. Warrior (designated title: Warlord)- 10 orders of the Warrior.

IV. Titles of Nobility and Lesser Titles of Honor, Awarded by the Monarch.

- A. Title: Duke/Duchess.
 equivalents: Doge, Dux, Herzog.
 suggested criteria: Serve the club six months as Monarch.
 past criteria: Former Monarch.
- B. Title: Count/Countess.
 equivalents: Earl, Comes, Comite, Graf, Jarl, Grafin.
 suggested criteria: Serve the club six months as Consort/Regent.
 past criteria: Former Regent/Consort for Monarch.
- C. Title: Marquis/Marquise.
 equivalents: Markgraf, Marchioness. (female title)
 (also roughly equivalent to: Margrave, Mark)
 suggested criteria: Serve in each of the following positions:
 Monarch, Consort/Regent, Prime Minister.
 past criteria: Discretion of Monarch.
- D. Title: Viscount/Viscountess.
 equivalents: Vicomte, Viscomde.
 suggested criteria: Held the following positions: Champion,
 Weapon Master.
 past criteria: Discretion of Monarch
- E. Title: Baron/Baroness.
 equivalent: Thane, Daimyo.
 suggested criteria: Serve the club six months as Prime Minister.
 past criteria: Former Prime Minister, discretion of Monarch.
- F. Title: Baronet.
 equivalents: -
 suggested criteria: Serve in a pro-tem position for any of the
 following: Monarch, Champion, Prime Minister,
 Consort/Regent.
 past criteria: Discretion of Monarch.
- G. Title: Lord/Lady. (lesser title)
 equivalents: Dom.
 suggested criteria: Monarch's discretion. (service to club)
 past criteria: Discretion of Monarch.
- H. Title: Defender (lesser title)
 equivalents: -
 suggested criteria: Serve the club six months as Champion.
 past criteria: Former Champion.

V. Masterhood in the Arts and Science Guilds.

- A. Awarded by discretion of the Monarch and Regent. (by patent)
- B. May be awarded in any Guild that meet the following criteria:
 1. Guild has existed for at least one year.
 2. Guild does not already have master criteria listed in this corpora.
 3. Guild has an elected or appointed Guildmaster.
- C. An Arts or Sciences Master should have obvious achievements of sustained and exceptional service and accomplishments in the Guild for which he/she is chosen as a Master.

VI. Masterhood in the fighting Guilds. (Wizards, Scouts, Paladin, ect.)

- A. Awarded to the outstanding members of each Guild.
- B. Determined by vote of the Monarch, Prime Minister, and Guildmaster of the involved Guild.
- C. Candidate must have 12 weeks or more experience in the Guild.
- D. Basis for Masterhood:
 - 1. Good play and Persona.
 - 2. Thorough knowledge of class rules and concept.
 - 3. Own quality garb and equipment.
 - 4. Outstanding portrayal of the class.
- E. A person may be reconsidered for Masterhood once every 6 months (at Crown Qualifications), though once a Master, always a Master.
- F. This does not affect the experience and is independent of levels gained.
- G. Masters are entitled to wear on their garb a slash or stripe of that Guilds color (green for Scouts, etc.). If this stripe is inset on a belt or sash of the same color, then it may be delineated by black or white borders.

Class.	Color of Belt favor.	Reason for color.
Anti Paladins	Purple/Black	Royalty and Evil.
Archers	White	Flethchings of Arrows.
Assassins	Black	Death.
Barbarians	Orange	Color of burning ruins.
Bards	Blue	Bardic Blue.
Druids	Brown	Tree's and the Earth.
Healers	Red	For the blood they clean up.
Monks	Gray	Their humble beginnings.
Paladins	Purple/White	Royalty and Good.
Scouts	Green	Woodlands.
Warrior	Silver	Steel and Armour.
Wizard	Yellow	Enchantments and Spells.

5.0 Order of Precedence:

I. Royalty, Nobility, Peerage.

- A. Monarch (King/Queen)
- B. Prime Minister
- C. Consort/Regent
- D. Duke/Duchess
- E. Count/Countess
- F. Champion
- G. Marquis/Marquise
- H. Viscount/Viscountess
- I. Baron/Baroness
- J. Baronet
- K. Knighthood
- L. Warlord
- M. Lord/Lady
- N. Defender

II. Other Positions.

- A. Guildmaster of Reeves
- B. Captain of King's Guard
- C. Scribe
- D. Guildmaster: Fighting Guilds
- E. (all other Court positions)
- F. Royal Guardsmen
- G. Master: Orders
- H. Captain, Lord (House)
- I. Lieutenant (company)
- J. Master: Arts and Sciences
- K. Squire
- L. Reeves Guild
- M. Other company members
- N. Populace

6.0 Crown Tournament and Qualifications:

I. Qualifications.

- A. Will be held every six months, one or two weeks prior to the Crown tournament.
- B. Will be the responsibility of the highest club officer (excluding the Prime Minister) not running for Crown.
- C. Any one may enter Qualifications cultural events.
- D. Crown contestants will be required to enter a minimum specified number of Crown Qualification cultural events.
- E. Crown contestants must pass the Reeves/Corpora test.
- F. The club may set other criteria for the Crown contestants.
- G. Multiple entries are allowed in a contest, but a single entry may not be entered in more than one contest.
- H. The following orders will be awarded for outstanding entries: Dragon, Hydra, Rose, Warrior (for warskill events).
- I. Typical cultural skill contests include: flat art, 3-D art, Heraldry test, Reeves test, singing, instrumental music, best tasting cooking, factual writing, composition, weapon and shield construction, passive construction, active constructive, best looking garb, best fighting garb.
- J. 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.

II. The Month of the Crown.

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

- A. Event: Guildmaster Elections.
Date: One week prior to and during Crown Qualifications.
Sponsor: Prime Minister.
- B. Event: Crown Qualification.
Date: One or two weeks prior to the Crown tournament.
Sponsor: Highest uninvolved club officer. (excluding Prime Minister)
- C. Event: Crown Tournament.
Date: Every six months from Investiture as a Kingdom.
Sponsor: Same as Crown Qualifications plus the Guildmaster of Reeves.
- D. Event: Crown Coronation Feast.
Date: One or two weeks after Crown tournament.
Sponsor: Outgoing Consort or Regent .
- E. Event: Weapon Master tournament.
Date: One or two weeks after the Crown tournament.
Sponsor: Reeve's Guildmaster.

Note:

- 1.) This is a passage of arms in several different weapons classes. It is held in a tournament format and the winner will hold the title of Weapon master for six months or until the next such tourney.

7.0 Other Amtgard chapters:

- I. Amtgard chapters may choose to form in other cities. They may use the Amtgard surname but may not call themselves by any of the Registered Kingdom Names that appear in this Corpora or that can prove registry of Kingdom status first.
 - A. Until such time as Amtgard can achieve the funds and logistics to become a true national organization, the interaction between the parent chapter and splinter groups shall be that of a loose association.
 - B. Separate chapters are not responsible or accountable for each other's financial, legal, and/or internal policies and situations. Intergroup interaction shall be on a purely cooperative basis.
- II. Until possible later revisions, separate chapters shall not be responsible for or answerable to each other. However, pending future expansion, there are advantages to splinter group chapters that work closely with the parent chapter. The following cases are non-binding suggestions:
 - A. Splinter groups may refer to themselves as Duchies or Principalities, with duly chosen officers.
 - B. Splinter groups may form their own awards, although titles listed in this corpora will not be recognized by the parent chapter until such time as the splinter group achieves Kingdom status.
 1. The chosen ruler (Prince or Duke) of a splinter group is theoretically a representative of the Crown, and thus may award all honors in this corpora not specifically prohibited (i.e. Knighthood, and titles of Nobility) to members of his or her chapter.
 2. A non-Kingdom splinter group may present its candidates for Knighthood and/or Nobility, along with their qualifications, to the Crown of their Parent Organization for consideration.
 - C. Monarchs of existing Kingdoms may award honors to members of Duchies and Principalities.
 - D. Class experience, if documented, is transferable from one group to the next.
 - E. The handbook of play is owned by Amtgard. Other Amtgard chapters are free to use the handbook for their battle games and to modify it to suit their own particular situations.
- III. An Amtgard splinter group (chapter) may achieve Kingdom status, and all privileges and responsibilities associated thereof, upon completing the following criteria. There is nothing to stop a splinter group from forming as they see fit. These are only suggestions to help promote stability and continuity between separate chapters of Amtgard.

Kingdom Criteria:

- A. One years existence as an Amtgard group
- B. Documentation of sustained battlegame attendance not less than 1/4 of that of the parent chapter.
- C. Development and utilization of a crown selection process similar to that of the Crown Qualification listed in section 6.0.
- D. Signatures of a majority of a the splinter group's members on a petition requesting kingdom status.
- E. A majority agreement by the Monarchs, Royal Consorts, and Prime Minister of all Kingdoms already in existence. A negative vote by these principals must be detailed and justified in a written document to be presented to the populaces of all Amtgard political entities (whether Kingdom size or smaller) involved. Rejected potential Kingdoms may call for a vote by all active contributing Amtgard members to settle the issue. The election would be handled by the involved groups Prime Ministers. (or equivalent officers)
- F. Kingdom status requires a group to choose its own Monarch and Kingdom officers.