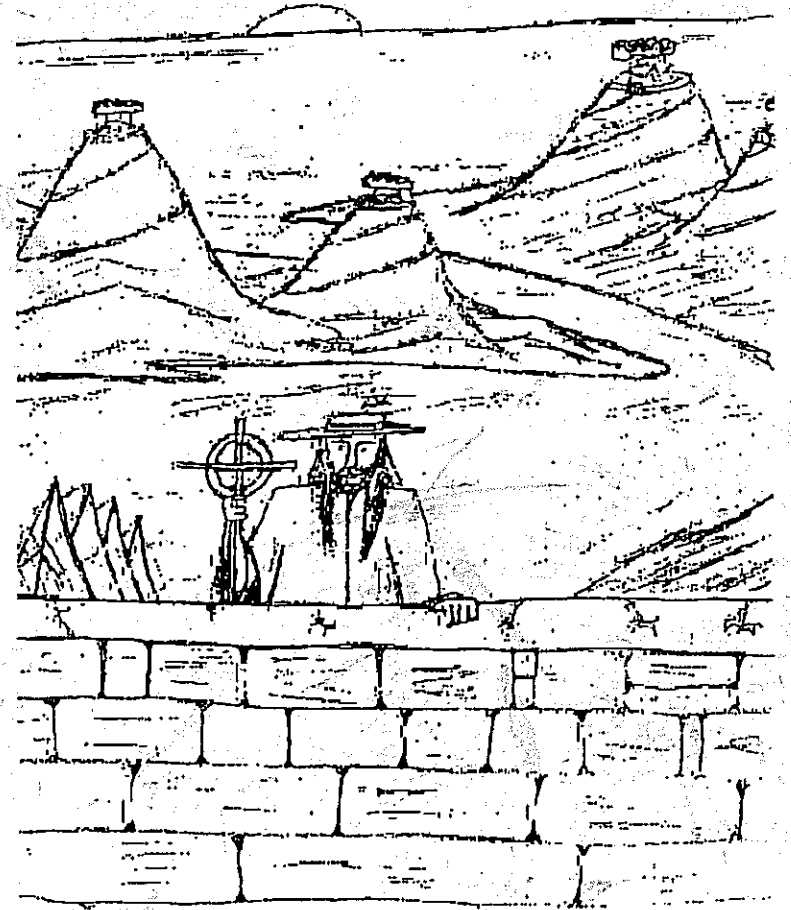


The Star



THE COURT OF THE CELESTIAL KINGDOM

KING	SIR LOGAN T. BLACK
REGENT	SIR PEBYR AP CUCORIN
CHAMPION	SQUIRE WYLDECATT
PRIME MINISTER	SQUIRE KADERIAN

THE ROYAL GUARD

CAPTAIN OF KINGS GUARD: ZIGFUL	REGENTS DEFENDER ERIC MACKIEREN
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KINGS GUARDS

BROGAN
TA-SHI IAK
ARTHON
DUSTIN
MANNY

REGENTS GUARDS

HORUS
PHINEAS
CLALIBUS
BROHMIR

THE COURT

COURT HERALD	ARCHBISHOP DUNBAR
WEAPONMASTER	SIR ARTHON
COURT JESTER	OOLPH
GUILDMASTERS	
ARTISTS AND ARTISANS	SIR NIGHTLYNX
COOKING	BARON FATHER MICHAN
PHILLIT	
REEVES	DREADSTONE
SAGES	SIR RUFUS
SMITHS	ATHISDANE
HERALDRY	BELOCH
SCRIBE	SIR ARION
GLADIATORS	ASYLUS
ROYAL PIT BULL	MANIACLES

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Greetings unto the citizens of the Celestial Kingdom

It is my pleasure to announce that Griff (Garland Griffith) and Myself are now the editor and Assistant Editor for the Star for Prime Minister Squire Kaderian.

We are requesting **STORIES, ARTICLES AND ARTWORK** from all of you. The editorial policy is to print any article or story that is submitted unless it is considered obscene or is a direct attack against another Amtgardian. Satire if done properly is a different matter. The only editing that will be done without contacting the author is for length, when the article will be broken into installments.

Artwork submitted should be ink or dark pencil on a white background, although if you are using a computer to do your artwork please submit it as a grayscale or black and white GIF file. Articles should be legibly written (as we have to re-type them) or on disk (most any word processor) in IBM format.

Submissions may be given to either Griff or myself in person or mailed in to the addresses listed below.
Mine:

Lord Squire Wilhelm Von Eisenwald
c/o Kenneth Keys
402 Arbor Lane
Austin, Texas, 78745
Email: wilhelm@onr.com

Or to the Official Kingdom Address

Amtgard, The Celestial Kingdom
Attn: Star Editors
4032 S. Lamar Blvd. #500-150
Austin, Texas

The deadline for the next issue of the Star is the 18th of August. I will be at Kingdom qualifications and will accept articles and artwork there. If the contestants that enter the writing events do not have any objections. We will reprint the entries in the next issue (at least the winners depending on the number of entries)

In Service to the Dream
Lord Squire Wilhelm Von Eisenwald, Editor
Griff, Assistant Editor

PS: Entries either on disk or E-Mailed will be greatly appreciated.

Now a letter from the Regent, "Z". Yeah, Yeah, I know it's a tired joke, but who said I wasn't tired.. OK, Kingdom qualifications will be held at John James Park, in San Antonio, on August 18th. The criteria, is set to insure that any potential candidate will know what they are doing when they achieve total unbridled power! Oh, just kidding folks.

Letters of intent must be into the Regent at least 2 weeks before quails for all 3 positions.

Arts & Sciences :

- | | |
|-------------------------|---|
| 1) 2-d art | 9) Rose - Heraldry |
| 2) 3-d art | 10) Cooking |
| 3) Passive Construction | 11) Performance - Instrumental/Singing |
| 4) Weapon Construction | 12) Performance (storytelling, Dance, etc.) |
| 5) Armor Construction | 13) Writing - Non-fiction |
| 6) Shield Construction | 14) Writing - Fiction |
| 7) Fighting Garb | 15) Poetry |
| 8) Court Garb | |

Note Don't enter more than 2 items per category. Highest score from each category will be used to determine average scores for election qualification criteria.

War Events :

- | | |
|--|---|
| 1) Single Sword | 6) Spear |
| 2) Florentine | 7) 2 Man Teams - 1 Shield only |
| 3) Double Dagger - 1 throwing, 1 regular | 8) Staff - no thrusting allowed |
| 4) Sword and Shield | 9) Freestyle |
| 5) Archery | 10) Distance Judging - see if your 20', 50' and 100' is the same as the judges tape measure |

Election Qualification Criteria :

All candidates must pass the Reeve and Copora tests with a score of 70%.

Candidates for King must enter 5 war events and 5 arts and sciences categories.. The top 5 categories must have an average score of 3.0.

Candidates for Regent must enter 2 war events and 10 arts and sciences categories. The top 7 categories must have an average of 3.5.

Candidates for Champion must enter 7 war events and have the highest point total in the war events of all declared candidates for champion. Must also enter in Weapon, Armor and Shield Construction with an average score of 3.0. This is to ensure that he/she knows what is a safe weapon, shield, or armor.

In Service
Prince Regent Sir Pebyr Ap Cucorin

Greeting One and All:

Thank you for allowing me to serve as your Prime Minister. In my campaign for this office, I set forth several thing I want to accomplish during my term. The most important of those is updating the Kingdom Records, and that is well underway. Special thanks to Dragon's Haven as the first to get records to me (AT MIDRIEGN!!) Turris Lunae and Tori-Mar have also turned in updates, The rest of the groups are still pending. Please let me know if I can be of any assistance to any of you in getting your records in. Two other items that I promised: Dues Cards and Level Six Certificates. Those projects are also well under way, with they first batch having been presented at Dragon's Haven at their coronation. Turris Lunae and Tori-Mar will soon follow, along with everyone else as their records come in. One note about dues cards - these will only be issued to members whose dues expiration date is during or after the next major Kingdom event. Major events for this purpose are Spring and Fall Coronations, Summer and Winter Midreigns, and Spring War. Anyone who is dues paid for more than two years ahead will be given a special edition of the dues card significantly nicer than the others. Several possibilities are under discussion as incentives for long-term (at least six months in advance) dues paid members - look for more information in the next issue of the Star. Corpora clean-up (housekeeping only, no significant changes except as voted by Allthing) in the final stages as this issue goes to print.* Distribution is planned to those members dues paid over six months ahead, Kingdom Officers, and local record keepers at no charge (one copy each). Others may purchase copies at a price yet to be determined, which will be enough to cover the cost of printing plus a few cents for the Kingdom treasury. It is likely rule books will also be printed and made available on the same basis. Special Thanks to Wilhelm and Griff for serving as Star Editors - Their efforts have allowed me to concentrate on getting some other things done.

Ever in Service of the Dream
Kaderian

*editors note discussions are underway to find the cheapest print for the job.

INVITATION

There has been considerable discussion about the upcoming election for King and the editors of your Star have invited the several announced candidates to present their platforms in this forum.

The Kingdom has been very fortunate in having selected very capable individuals to serve and to inspire us. Each has brought his own personality and perspective to the position and the club:

King Michael the first, who gave us birth. God does he complain about the labor.

King Theo, who was a KING. Hey, you called me an A**hole.

King Narsya, who was very mellow

King Arioch, who truly united the kingdom. Everybody hated him!

King Rufus, who taught us all the value of Zen meditation. Chill baby.

King Pebyr, who promised us an interesting reign. Did he have to be that accurate!

King Michael II, who brought order out of chaos, and Spud War I

King Hulka, who brought us bad Elvis impersonators.

King Mirawara (Thax to some of us) brought us imagination.

Who would have thought we would elect a samurai cat as emperor.

King Arion brought us purpose. We accepted the new corpora and became incorporated.

With King Zephram we got organization. Without his help we would be still operating out of a shoe box financially.

During the reign of King Logan we have had piece and tranquillity. Nobody has attacked nor have we declared war on anybody. "Yet!"

What can we expect during the next term?

Following are the responses received from the candidates, those for King first then those for Regent, one per page.(In Alphabetical Order by Persona)

My name is Viscount Sir Imagg, Knight of the Sword, Knight of the Flame

I hereby declare my candidacy for the XIIIth Monarch's Crown of this Celestial Kingdom.

Since the Close of the Xth reign of this great Celestial Kingdom, that of King Arion, I have noticed a decline of populace enthusiasm and attendance. I will reverse the decline. I am sitting Baron of the Barony of Bifost. Come to out park and discover as Amtgard that is both Swordplay and Family-oriented. See how, as I have done before, raise enthusiasm and attendance in Bifost toward Duchy Status. I will as your King, increase kingdom population similarly.

Within two weeks of coronation the entire kingdom schedule will be published to you, the populace. Once each month a different group should plan to host a Kingdom-level battlegame and gathering. Expect to see a Star or other newsletter every month. Expect to see Rule Books and Corpora once again printed and distributed. (You haven't seen that since King Arion sat on the throne.)

My public persona is the Lawful Evil Sir Imagg, Anti-Paladin at Large. I hope that you'll let me do for Amtgard what I do in private everyday with my wife and three boys...provide stability and leadership without compare.

Fellow Amtgardians:

I have waited this long in printing my intent to be King to the populace as to give as many people the chance to meet with me and know I do not come with empty words. By now I have meet with most of the populace of the Celestial Kingdom, although not all. I do intend to continue on to each park to ask for your support and let you ask of me any questions that you might still have.

Listed are some of my intentions as King of the Celestial Kingdom.

Give those newer to our club a chance to gain the recognition they deserve.

Establish juggling tourneys.

Create tourneys based on ability and not gender.

Shorten courts to less than an hour.

Create a calendar of all Celestial Kingdom events and our relationship with other Kingdoms.

Attend all provinces mid-reigns and coronation's.

Work with the Prime Minister on the printing and distribution of:

Dor Un Avatar

Rules of Play

Corpora of Laws

Monthly Newsletters

Should I be unable to go to our outpost <Germany> someone who as asked to remain anonymous has said they would go in my stead to represent the Kingdom.

I will no make promises full of pretty words, nor will I promise to increase the population at each park. Only the prevailing attitudes at each park can do that. Nor do I make the request to be King frivolously. I take Amtgard very seriously, and it has made me many friends, not to mention the invaluable knowledge and experience I have gained so far. Now it is my turn to give back to the club and you, if you will allow me to share my experience with you and allow me to guide the club down the path of the dream. Not just as I see it, but as the Whole club sees it.

In service
Matthew LeGrey
He that would be King,
Celestial Kingdom Reign XIII

Rufus For King

Greetings unto the Populace of the Celestial Kingdom

I, ArchDuke Sir Rufus the Grimwulff, do hereby announce my candidacy for King of the Celestial Kingdom (yes, I am crazy to try to be King again).

I have been asked what my "platform" for running for King is going to be. It is the same as been for the last 7 years (as always).

1) SERVICE to the Club (Amtgard, The Celestial Kingdom and it's populace)

2) The purpose of the Celestial Kingdom is to have FUN While recreating elements of the medieval era and the fantasy and or historical literature genre.

3) The UNITY within the Kingdom to fulfill its purpose (see above) through Courts, Feasts and Combat.

I have been asked what my qualifications for king are. Well here is the quick list:

One of the 4 founders of Tori-Mar and its first Seneschal

Fifth King of the Celestial Kingdom (the Hell reign following Ariocho)

Ninth Regent of the Celestial Kingdom (King Hulka I)

Ninth Prime Minister of the Celestial Kingdom (King Miawarn and Arion)

Author and Incorporator of the Celestial Kingdom Article of Incorporation

Eighth Duke of Tori-Mar
and a whole lot more

Yours in service
Arch Duke Sir Rufus The Grimwulff

My name is Duke Sir Arion, Knight of the Crown

I hereby declare my candidacy for the XIIIth Regent's Crown of this Celestial Kingdom.

In Crown qualification to become the Xth Monarch of this Celestial Kingdom, I scored Second overall in cultural events, just 1/100th of a point behind he who took first. As your Monarch, I set many goals for both monarch and regent. Most of the Monarchical goals were achieved. I now seek to fulfill those Regents goals left outstanding.

Most of our Gatherings are centered around activities referred to sciences (i.e. fighting with weapons, wearing armor and garb. My Primary focus will be to increase the overall quality of the Weapons, Armor, and Garb of this Kingdom's Populace. Expect to see a number of eight to ten page illustrated manuals on improved quality provisions compiled with this Kingdom's Best and Brightest Talent. I know that we fight better collectively than other Kingdoms. As you next Regent I look forward to seeing you all fight better...and in style.

If I were Princess

I will visit all Texas groups at least once during my reign (....really!) and run a clinics in each Tx. province during the next reign.

I will need to find out what clinics to do where.

Some clinic ideas I've come up with on my own include:

<i>Garb</i>	<i>Putting Together Feast Kits</i>
<i>Period Campsites</i>	<i>Designing Your Persona Heraldry</i>
<i>How To Feastocrat</i>	<i>How To Autocrat</i>
<i>How To Make A Banner</i>	<i>How To Run A Tournament (War Or A&S)</i>

<i>Weapon Building</i>	<i>Shield Construction</i>
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Some Suggestions include:

<i>Spinning</i>	<i>Persona Development</i>
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If you have any ideas about what type of clinic you'd like to take (or teach) please contact me. Truth be told, I have begun to organize these clinics whether I win or not.

Qualifications:

Head of House Polaris, Twice Kingdom Guildmistress of Garbers, Duchess of Tori-Mar, Autocrat of Mid Reign Garbing Tourney (since 1994), Knight of the Serpent, and judge at Olympiad 1995 and 1996.

Although the field is flooded with good candidates for all three positions. I am one of the few who can work with any of the possible winners or the other races.

Contact me at:

*Baroness Dame Melinda Mac Laren
c/o Donna Wade
23303 Windy Valley Road
Leander, Tx. 78641
(512) 259-0566*

P.S. The weekly garbing classes are now being held every Tuesday at the home of Tashi'iak and Lord Dreadstone. Call me for directions. Call me if you'd like help with your project at another time or place.

Now on to the Articles that have been received.

Editorial Comment

SOME NOTES ON POLITICS AND VOTING IN THE CELESTIAL KINGDOM (AS THEY SHOULD BE)

Those who hold a political office (such as King, regent, and Prime Minister) are in the office to serve the general welfare of the Celestial Kingdom and its populace, not selected individuals or groups.

Those frequently running for office are usually only doing it for the "cookies" (titles, Knighthood, etc.)

Politics is a dirty eight letter word, frequently leading to name calling, spreading of rumors, and mudslinging during the elections. Would you really want someone in office that is spreading false rumors and mudslinging (how long till you might do something to warrant this). Don't believe rumors unless you can back them up with FACTS that can be substantiate.

Votes have frequently been bought by bribes and promises to individuals or groups. Vote for who you think can do the best job for the Celestial Kingdom, not just because they're your friend or a member of your house or fighting company.

For this election, they current three candidates for King are:

IMAGG N'fcent	Knight of the Sword and Flame
	Master of the Rose
Matthew LeGrey	Master of the Rose
Rufus the Grimwulff	Knight of the Flame, Serpent, and Crown
	Master of the Lion/Griffin, Dragon, Rose and Crown

All three of the candidates have MASTERHOOD of at least one of the Service Orders and two of the candidates have been Knighted for Service.

HOW TO COMPETE

If you've always admired the "Cultural Dreadnoughts" who amazingly win the whole darned tourney, this article will tell you how to do it too. If you'd just like your first project to be properly appreciated, read this article and pick up some tips.

The Flyer

The first thing you need to do if you want to win a cultural tournament is get a flyer. Usually the first time you hear about it someone will be standing up in court saying "See me to get a Flyer". The second most popular way is to get ahold of a newsletter. If you are not a dues paid member, beg one off someone who is. One of the little know uses of the ruling class is a clearing-house for information. All of them, from the King right down to your local Sheriff should have a copy. If they don't they know who the Autocrat is. Call the Autocrat. This person's Project might well be a flop if you don't participate. This person will be more than happy to answer any questions and put a flyer in the mail just for you (usually). Failing that, most Kingdoms and Several provinces have a WEB page. Visit the home of your favorite computer junkie and has him/her to find this flyer and print you a "hard-copy". Now we can get started.

Scoring

After you've scanned over the categories you should determine the judging parameters. Somewhere in the packet a paragraph will start, "Judging will be on a five point scale...". This info will have a lot to do with how many, and what kind of entries you decide to submit, i.e. "tactics".

If this is a Qualifications Tournament, look at what the regent candidate needs to do to qualify. Between one and six people will be looking at this as their minimum, so if you want to win you'll need to do better than that.

In some tourneys the Autocrat (hereinafter AC) will simply add all of your scores together, and the guy with the biggest number wins. In this instance it would behoove you to make as many entries as possible.

In some, the AC will add up your top "X" number of scores. In this case it would be pointless to make more than one or two extra entries and instead concentrate on having the highest quality of entries.

Some AC will prefer to average all of your scores together, in which case you do not want to submit any extra entries. If five entries are required, your sixth-highest-scoring entry will always bring down your average.

Most AC will average your top "X" many scores. This method is a little more complex than the other four, but most folks hold it to be the "fairest". The flyer will specify how many entries will be considered in the final tabulation. Having extra entries will help you if an item you think is great unexpectedly flops with the judges. Extra entries can't hurt you in this system because only the top "X" many scores will be considered in the final tabulation.

Occasionally the AC will assign points to an entry based on how it places in a category. For instance, three, two or one point(s) to first, second, or third place. You could enter every single category and still score zero if all your entries place forth. In this situation you'd have few entries, but a good as you could make them.

Sometimes you will find that you have several ideas for one category. A few tourneys will accept the top two or more scores from a category. The vast majority will use only the top score from each. If the latter is true, an extra entry will only help you if an item you think is great unexpectedly flops with the judges in that category. Otherwise, it's just a distraction from the time you need to make your other entries perfect.

Categories

Now that you know how many categories to enter, it's time to figure out which ones. Rule number One: Go with your strengths. A fellow entered Olympiad who was a metal-worker. Everyone expected he'd take Armor and Passive Construction. The beautifully made kidney belt went into Garb Accessories. The most beautiful knives in his collection were in Three-D Art. This guy can "only" work with leather and metal, and he already has four superior entries!

Rule number Two: Stretch your strengths farther than you thought they'd go! This same guy wrote a Non-Fiction about his opinion of how period you should try to be when construction swords and armor. Since he had equipment on hand he made some pendants out of leftover brass and had a Jewelry entry. Using the same technique, he fashioned a pair of crowns for his monarchs and TA-DA! a Rose entry. One of the aforementioned pendants bore his company symbol and was detoured into Heraldry. About the only thing this guy wasn't entered in was Needlework!

F.L.A.P.

When I judge cultural tourneys the most frustrating thing to me is that I see a lot of good Ideassloppily executed. Garb that is Unironed, poorly cut leather, rough edges on armor scales, chain with unclosed rings. If you can bring yourself to spend ten more minutes on an item to check these details, you'll give yourself another half-point.

Other important questions to ask yourself include:

"Is it period?"... meaning. Was this item widely used before America was discovered by the Europeans? or Was this item mentioned in your favorite fantasy novel, or shown in a fantasy film.

"Is it beautiful?" Even the most hum-drum utilitarian item can be beautifully made. The only reason you need to make something ugly is if you don't care about it. If you don't care about it, why should the judge? Simple remedies for ugly entries include: Wash it, polish it, tie a tassel to it, paint your company emblem on it, iron it, or trim loose ends.

A good way to check yourself is to show your stuff to a friend whose opinion you trust. If they say politely "Yeah that's nice", then you still have some work to do. If your friend says "WOW! make me one!", then you're on the right track.

Another thing you could do by yourself, or with a friend, is play "What could I change?". Some ideas to start with include: Attach it to your belt, paint your personal symbol on it, make it reversible, make it collapsable, make it adjustable, make it fit only you.

If you're stuck, (and this is not a last resort) get "professional" help. Call the guildmaster of that craft so he/she won't feel like the Maytag repairman! Go to the library or used bookstore. Ask your dad...Really! He was probably good at some sort of hobby before he had to get a job and support you. Ask and see if he knows anything about your project.

Lat but not least F.L.A.P. is an acronym for "Finish Like A Pro". Details count. Check the moult.

Presentations and write ups.

Show that you think that your entry is beautiful and important. Provide some sort of display such as a mat for artwork. A coutheange or Model always looks better than a wad of fabric on a table. A folder is good to keep writing entries together, and some kind of backdrop will help out a piece of jewelry.

Having a "Write-Up" with your entry will always improve your score. A write-up should tell the judges anything you think might impress them.

Examples: Did you buy those beads, or carve them from bone fragments yourself? Did you kill the animal yourself or find the bones on the roadside? Is the necklace made with fishing line, beading thread or real sinew? Did you buy the sinew or make it yourself? What tribewould have made such a necklace or is it a "Fantasy" period creation.

If the judge can't tell the answers to these questions they will assume that you took the easy way, and you won't get the score you deserve. Don't forget that not every judge will be an expert in your field. Be sure that the judges know what to look for. Tell Him.

Commonly Seen Pitfalls

Illegal Weapons: When a reeve on the field checks a weapon for safety he spends, at most, four seconds. When a cultural judge checks a weapon you may have a committee spending two or three minutes on each weapon! Instead of a quick squeeze on the tip and pommel, they will push, pull, prod, and twist every part of that weapon. You must be absolutely sure that every part is secure. On the bright side, the weapon that won olympiad was the only one deemed "safe" by the judges!

Badarmtgardpoetry (one word): the vast majority of poetry I have judged is BAD. Look if you are tempted to try your hand, go mug a fifth grader and steal his english book.

Using a weapon on Tourney Day: Forget it. Your going to come in right before the battlegame and only two judges have seen I. You'll bring it back after, and two different judges will have finished up and left while the one who remains will be looking at the beat-up version.

Two-D Art: Go to a used book store and find something about art Design. This will help you with a pleasing composition. Many people have problems with Figure-Drawing. I'll Stop my generalizations there.

Lead Figures: Although painting a three-d surface requires a different set of skills than two-d painting, not all Knights of the Serpent agree with me. If you dare attempt this, be very detailed in your write-up.

Novice Entries: Some AC's consider a novice to be someone who has earned no awards in that category, ie garbers, roses, etc. Others call an entry "novice" if you've never made a hat or madu before. Check and see how this AC is doing it.

Entered in the Wrong Category: O.K. I understand that you would wear this tunic to court, but how is it going to compete with that Elizabethan ball gown? If you get to sign-in before the last minute you can check out the competition and put that lovely tunic in fighting garb instead. Will you put that pendent in Three-D art or construction or hearldry? Same story with a madu, shield or weapon? Look around and see what you think of the competition.

Well That's all the advice I have, Good Luck.