

# The Star

A.Y. 17

During the Reign of King Mandigore

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## Coronation Schedule Update

### Saturday

12 p.m. Knight's Meeting

1 p.m. "If you want to run an event this reign come talk to the Monarch" meeting (probably in the Tile Room)

2 p.m. Castle Battle

5 p.m. Allthing

This includes the proposition to set up a system for Qualifications, Guildmaster elections, and electing of 3 B.O.D. seats. Please show up, so we can get this stuff done and get back to the fun stuff! (Also, probably in the Tile Room)

7 p.m. Feast

8 p.m. Court

18.2 Event: Crown Qualifications and Election

Date: third weekend in April and October

Sponsor: Highest uninvolved club officer (excluding the Prime Minister) and Guildmaster of Reeves

18.2 1 Cultural Categories will include, but are not limited to, the following:

Garb (May be divided into Fighting, Court), Garb Accesories, Shield Construction, Weapon Construction, Armour, 2-D Art, 3-D Art, Written (May be divided into Fiction, Non-Fiction), Performance, Rose, Cooking

18.2 2 Fighting Categories will include, but are not limited to, the following:

Sword and Shield, Single Sword, Florentine, Two-Man Teams, Open, Archery, Double Dagger, Chess

18.2 3 Candidates for Monarch will be required to enter 5 separate cultural categories and 5 separate fighting categories.

18.2 4 Candidates for Regent will be required to enter 7 separate cultural categories and 3 separate fighting categories.

18.2 5 Candidates for Champion will be required to enter 3 separate cultural categories (these must include two of the following: weapons construction, armour, shield construction) and 7 separate fighting categories.

18.2 6 Qualification will be determined by a point system. Each candidate must receive 10 points.

18.2 6 1 Points will be awarded as follows:

Scoring 1st in any cultural category or fighting event: 3 points

Scoring 2nd in any cultural category or fighting event: 2 points

Scoring 3rd in any cultural category or fighting event: 1 point

Scoring above a 3.5 on any cultural entry: 2 points

18.2 6 2 If more than one item is entered into a cultural category, only the highest scored item will be considered.

## Letter from the Prime Minister



reetings

This is going to be a very short letter. In this Star we have printed what the Kingdom Records show as your awards. If this listing is inaccurate get with your local records keeper and have them send me an updated copy of your local records.

To the local chancellors, senischals and record keepers I need a current and up to date listing of all your people their awards and weeks, this way if something happens to your copies of the records we can reconstruct them from the Kingdom records.

To all of the candidates in our past quals thank you for the clean and good spirited campaigns you each ran. Now that the elections are over and we have a new King and Regent it is time to put all our petty differences behind us and show the rest of Amtgard that we are united behind our rulers.

Lets live the dream and play the game.

Yours in service

Sir Wilhelm

Knight of the Flame.

## Letter from the Incoming Regent



reetings to the Populace of the Celestial Kingdom

Thank you for your support in electing me as your new Regent. One of my promises was to have activities for the children. As Regent one of my duties will be to help coordinate and organize activities for our children, as well as for our cultural dreadnoughts. To this end I will be asking for victims, ooops I mean volunteers, to come up with ideas and run the activities.

Now that the elections are over let us all have fun and LIVE THE DREAM and Play The Game

Sir Ke-She

Regent

Knight of the Flame

## Letter from the Editor



After a rather long day, Quails is finally over — a new Monarchy will be stepping in this weekend. Squire Mandigore will take the throne, and our first Queen of the Celestial Kingdom will get a well-deserved rest. Dame Theresa has had quite a reign, and she has come through it as only she could — with dignity and honor. I am very glad that our first Queen was such an outstanding woman.

I have had some complaints that I am "restricting free speech" in my choice of what I put in the Star. To these people I ask that you read my original letter. Here is the important part:

I will always print event announcements, park/kingdom reports and other standard things. I will also publish individual letters from the populace, stories, poems, etc etc. I will NOT publish anything I see as a personal attack. I will NOT publish anything that will cause more harm than good. If you want to bash someone (or a group of someones) publish a Rag — other kingdoms do it. But I will not put my name on anything malicious, and I will not use kingdom funds to do it. I will not take sides in personal battles, I will not decide what does or does not get printed based on who wrote it.

If you still think that your "editorials" should be published, then, please, talk to the King — it is always within his right to appoint someone else to do this.

If things go as planned (and of course they rarely do) the next issue of the Star will be out at Weaponsmaster. Deadline for that is the week before Weaponsmaster.

Which brings me to my final note. If you are planning on running for PM, and would like to put a letter in the Star I need it as soon as possible. If you can get it to me early enough I will put it in the issue at Weaponsmaster, otherwise it will be published at Mid-Reign.

Ok, I lied. One more note. Anyone who is interested in being a monster for the Live Action Arcon (sorta) game at Mid-Reign please contact Sir Ta'shi-lak, Zodiac, or myself NOW. Sir Ta'shi-lak can be reached at (512) 837-0005. As of right now, we only have a few of the monster positions filled. Sir Calvin and Father Thomas are our players and are actively recruiting warriors.

Submissions may be mailed to me at [sday@childinc.org](mailto:sday@childinc.org) or 400 W Anderson #6203 Austin, TX 78752.

Hugs

Dame Shanti, Knight of the Flame

## The Barbarian Chieftain

Lord Mahnfried der Mondwächter



he barbarian chieftain walked through the woods. He felt good. It was a nice, warm spring day and he would reach his destination in three days. As he walked along he recognized that the sounds of the forest were getting quieter. He grabbed his battle-axe from his back and tried to listen for unnatural sound. And after a while he heard some low voices.

The barbarian chieftain tightened the grip around his weapon and moved on. After a while he got tired of waiting until the enemy came and so he yelled out that he stood there and was waiting for them. At almost an instant he heard the sound of running boots and shoes. He turned and saw 10 Orcs standing there. Looking, waiting. As he turned the other way, he saw another 10 of the Orcs. He waited patiently until one group came nearer and nearer to him.

So there, he stood and waited. The Orcs didn't understand it, but didn't care. As the one group were near enough, the barbarian chieftain let out an war cry and ran towards the near group. The Orcs were momentarily so surprised that he killed four of them easily. The others tried to make an defense line real quick. As he hit and slashed the other group from his back, came nearer.

The barbarian chieftain felt suddenly pain in his back and recognized that he got hit by several javelins. So he turned and ran towards the second group. As he fought them, an Orc was using his spear to stab the barbarian chieftain into the back. The barbarian chieftain felt how his body get paralyzed from the agony pain and how he fell down. As the Orcs came nearer to him to kill him he let out his last wavery. At least he was dying like a warrior...

Suddenly two man rushed, their weapons ready, into the tent, where the barbarian chieftain woke up screaming and sweating from his dream ...

Translated by Lord Mahnfried der Mondwächter

## The Goddess in my Soul

Lord Thalenanthalus Ulric Tannon



midst the cries of the battlefield, the warriors, and the blood,  
Beyond the clash of steel, and the silence of the dead.  
I hear the call of a wounded comrade fallen in the mud.  
Even through the powerful din I hear the words he's said.

He calls for aid and protection, a refuge from the storm  
He is an island of helplessness within a raging sea.  
His voice enables me to find his broken, crumpled form.  
He prays to the Gods for help, and in answer, They send me.


I pray to my Goddess to heal this man; the air around me stills.  
As I speak my incantation I feel the coming of the Light.  
I see his soul exalt his eyes with a fire, a strength, a will.  
I release the power enfolding him as he charges back to fight.

The horns blow, the drums pound, and I hear the call of war,  
But I rise to face the darkness with the Goddess in my soul.  
I know not if I shall see tomorrow as I have in days before.  
But I rush the battle with mace in hand and the magic I control.

A Man of the Light, a Clerk of Luck, a participant in the Game.  
I fight for honor, greater glory, and excellence supreme.  
I charge beside my friends and allies who strive to win the day  
One of many who fight the battles, the few who dream the Dream.

## Titles and Such

### Squire Cormac ap Tarkus Macleod

 Sometimes there is a little confusion as to the proper way to address a person who bears a title, either monarch of a province or someone who has been awarded one. Hopefully, this should clear up some confusion for those of you who are a little fuzzy on this subject. My source was "Amy Vanderbilt's New Complete Guide of Etiquette (Doubleday, 1967), although some modification was necessary for this to conform to the world of Amtgard.

#### King or Queen

Writing to: His or Her Majesty the King or Queen

Speaking to: Your Majesty, Sir or Ma'am if in prolonged conversation.

Referring to: His or Her Majesty the King or Queen.

#### Royal Prince(ss) (Can probably be used for Regent)

Writing to: See Referring to

Speaking to: Your Royal Highness, or Sir or Ma'am.

Referring to: His (Her) Royal Highness the Prince(ss) Royal.

#### Duke or Duchess

Writing to: His Grace, the Duke ----(see below)

Speaking to: Your Grace or Sir or Ma'am in prolonged conversations.

Referring to: The Duke of \_\_\_\_\_, if provincial title, or Duke (name) if awarded title.

#### Viscount(ess)

Writing to: The Right Honorable the Viscount(ess) (Name)

Speaking to: Lord or Lady (name)

Referring to: Viscount(ess) or Lord or Lady (name)

#### Baron(ess)

Writing to: The Right Honorable Baron(ess) (name)

Speaking to: Baron(ess) (name)

Referring to: Baron(ess) (name)

#### Baronet(te)

Writing to: The Honorable Baronet(te) (name)

Speaking to: Baronet(te) (Name)

Referring to: Baronet(te)

I tried to do this as close to Tradition as possible, but some changes that were made. For instance, Barons are referred to as "Lord \_\_\_\_\_," and Baronets are referred to as "Sir \_\_\_\_\_" with the abbreviation "Bart." or "Bt." after the name. If I've missed something, don't hesitate to contact me at [CORMACMACLEOD@JUNO.COM](mailto:CORMACMACLEOD@JUNO.COM)

## A WORD FROM THE EMERALD HILLS:

### Amtgard

By Darkangel



I have been meditating on Amtgard, what it is, where it is going. Some of the things I reflected on are things I have known for a long time; others are fresh, and startling realizations. I have played this game since early 1994; in that time I have grown from enthusiastic newbie to dogged but (I am ashamed to say it) rather jaded old soldier.

Combat, politics, the arts .... my spheres of interest. Out of guilt I have pursued the study of magic and weapon construction, and soon will be learning to sew. Along the way, I have pursued an exhaustive learning of the rulebook, and have become Guildmaster of Reeves, so that I may do my part for the integrity and fairness of this game. But always, for me, it has been about the fighting and revelry; the clash of swords and the imbibing of mysterious beverages, comradeship. In the pursuit of these things I have gained a family.

I suppose it is natural to lose one's innocence, but still, I resist it, always have. Never have I confessed my despair with something without biting back my pride and endless determination to make things Right. Surrender has always been hard for me, not a skill I have cultivated. Nor do I intend to start.

I have concerns about the future of Amtgard. Not for the spirit of our family, not at all; the passion for this game is a deep thirst, and it may die with the last of us, but not before then. What I fear is something far simpler: the loss of our center, our ability to coexist and nurture ourselves as an organization, indeed, as a society.

Amtgard is a strange bird (if you'll pardon the expression). Our roots are in live-action combat and reenactment. However, our game includes magic as well as historical combat, and our fantasy is as garbled as the SCA's patchwork chivalry. Drow, Vikings, Saracens, Romans, Celts, Gauls, Elves, Malkavians, English ... We have a system of peerage and nobility (largely adapted from the SCA) laid over an impressively incoherent mix of fantasy, reenactment, roleplay, and sheer camp.

Amtgard is like an AD&D campaign where they decided to use ALL the sourcebooks, combined with a fledgling system of ranks designed to emulate some medieval-ish court. It's not surprising that satire and whimsy permeate this game of Kender Barbarians and tie-dyed Dread Knights. Some of Amtgard's attributes are idiosyncratic: the disproportionate numbers of truck-drivers and computer technicians, the pervasive party culture, the instantly recognizable shabby garb of a true stick-jock (complete with fifty dollar knee pads, sunglasses, and attitude), the cobbled together governmental system that precisely resembles the homegrown non-profit organization ruling a loose collection of amorphous neighborhood clubs that it is. Some of it is quite conventional: the latest fads of fantasy, the chivalrous ideals, the immersion in whatever medium interests the student, whether armoury, heraldry, swordplay, or story-telling.

There's a lot to love about a club like this, something a little off-beat, but totally on target with having fun. Because that's what makes Amtgard, Amtgard, really. It's certainly not our rigorous attention to period costuming. Amtgard is pageantry mixed with sport, role-play mixed with game-play.

But there are some things about Amtgard that are not so splendid. Hot tempers, egomaniacs, all the usual problems of living in a human world. Amtgard has two basic social filters: one, everyone is in Amtgard because

they want to be; two, it's pretty difficult to prevent someone from being in Amtgard. So basically, we get everyone who wants to be here, whether we want them or not. Over time, every group earns its diehards, the good, bad, and indifferent. The best Amtgards are contributors, those who stay with the club and put a lot into nurturing the club; but a lot of people are not the best Amtgards. And even the contributors have their foibles, and many groups have been swept away in the catastrophe of a true personality war.

One of its Amtgard's greatest strengths is that we come together and make it work, by duct tape and diplomacy if we have time. But that virtue, citizenship, can also be our weakness. Amtgards are used to being treated as citizens, and as citizens, they want to protect their rights. Not everyone is happy with decisions that come down from "on high". Even the most benign mandates are met with distaste by some of Amtgard's more anarchistic members. Even the most conscientious, loyal, and unfractious Amtgards can be true lions when they perceive they have been dealt with unfairly. Amtgard is filled not only with Warriors but with warriors, and most of us would fight hard to preserve this game in the state we love it. Democracy, that we are, but a democracy existing over the framework of an authoritatively created game. Our game has its players, and its authors, its anarchists, and its officers. We live by the rules, but rule by the consent of all.

Politics, the rulebook, and the point of a sword, these are three things to evade, and yet also the things of which I continually do battle with, of my own will. One of these days, I will grow wise, if I live that long. Until then, I will keep dancing within an arm's reach, and playing the game.

I am certain that the greatest threat to Amtgard is pride. The same rock that is our foundation can also be a source for more division, more hurt feeling, more misunderstandings and pointless squabbles, than any other. Bickering fighters, calling the other a cheater or a coward, can tear a park in half; bickering Monarchs can do the same of kingdoms.

I feel it is time that someone said that words spoken here, or anywhere in the realms of Amtgard, can have repercussions far out of proportion to the petty discussions that become schisms. Is it worth tearing lands apart for the sake pride? It is fine to argue, but not to argue without restraint; these names are the names of our family, and it is a sad, poor thing to insult your cousins across the Amtworld without ever giving them a fair shot at being your friends. Perhaps not every Amtgarder is destined to be your fast friend, but if everyone strives to bridge rather than burn, we'll all be richer for it.

Why can't we all just get along, eh? ;)

Anyway, if you seem to be having trouble keeping your tongue sweet and your words gentle, perhaps it's time you brushed up on your manners, and starting thinking twice before speaking once. This is not the place to carry a grudge, not this list, not this game; best to offer unkind words only when it is necessary. Give the skunk his saucer of milk and you and he both will be happier for it.

Civility is priceless to receive, but easily given. Go in peace, my friends.



## Celestial Kingdom Awards List

### Bifost

Barton, Ron	
Dragon	2
Owl	4
Rose	1
Warrior	1
Garber	3
Blackard, J., C.	
Rose	1
Warrior	3
Buettner, Andy	
Rose	5
Warrior	8
Hell Rider	1
Lord/Lady	
Coleman, Jacquelin (Jacquie), D.	
Dragon	1
Rose	1
Warrior	2
Garber	1
Collins, Brian	
Owl	4
Rose	8
Petal	2
Warrior	6
Flame	2
Davis, James	
Owl	1
Warrior	3
Garber	2
Flame	1
Dole, Paul	
Dragon	10
Owl	3
Rose	8
Petal	4
Warrior	7
Smith	2
Garber	4
Headhunters 5	
Baron/Baroness	
Lord/Lady	
Garcia, Juan	
Dragon	1
Giffon	1
Warrior	6
Gleeson, Scott	
Giffon	2
Lion	1
Rose	7
Warrior	4
Smith	2
Flame	2
Jovious	1
Zodiac	1
Duke/Duchess	

### Googins, James

Dragon	4
Giffon	1
Lion	2
Owl	4
Rose	11
Warrior	8
Smith	1
Flame	4
Hydra	2
Golden Dragon	1
Viscount/Viscountess	

### Googins, Kathryn (Kathy)

Dragon	2
Rose	3

### Hall, Anthong, J.

Owl	7
Rose	2
Warrior	6

### Keith, Daniel

Owl	3
Rose	3
Warrior	2
Baken	1

### Kugkendall, Daniel

Rose	3
Warrior	7

### Loughead, Jim

Dragon	1
Owl	3
Warrior	3
Garber	1
Flame	2

### Lurker, Ben

Owl	2
Rose	3
Petal	
Warrior	4
Headhunter 5	

### Lurker, Michelle

Owl	1
Rose	3
Warrior	2
Garber	6
Headhunter 1	
Lord/Lady	

### Mahnken, Michael P.

Dragon	1
Owl	1
Rose	2
Petal	3
Warrior	2
Garber	2
Mask	1

### Pickett, Hillary Hammond

Rose	7
Garber	2
Lord/Lady	

### Pickett, Mark A.

Dragon	7
Giffon	1
Owl	4
Rose	4
Warrior	3
Garber	1
Hydra	2
Duke/Duchess	
Lord/Lady	

### Widener, Josh

Owl	1
Rose	4
Warrior	1
Garber	2

### Widener, Steve

Dragon	3
Giffon	1
Lion	2
Owl	2
Rose	6
Smith	2
Garber	2

### Dragons Haven

#### Adams, Tim

Dragon	5
Giffon	2
Lion	1
Owl	8
Rose	4
Petal	4
Smith	3
Garber	5
Zodiac	2
Dave	2
Baronet	
Lord/Lady	

#### Julien, Janet Kay

Dragon	6
Lion	3
Owl	2
Rose	7
Petal	4
Garber	1
Zodiac	1

#### Dragonrider 1

#### Lord/Lady

#### Worcester, James (Jim)

Dragon	9
Owl	5
Rose	4
Garber	2
Baron/Baroness	

## Gates of Solaris

### Bedingfield, Doug III

Owl	1
Rose	2
Petal	1
Warrior	3
Garber	4

### Bonanni, Chad

Dragon	2
Rose	2
Petal	1
Warrior	3

### Brown, Thomas (Tom) E.

Dragon	1
Owl	1
Rose	1
Warrior	1

### Cozby, David

Dragon	1
Boken	1
Serpent	1

### Dodd, Raquel A.

Rose	5
Dove	2

### Douglas, James A.

Petal	1
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### Elam, Terry Jay

Dragon	1
Lion	1
Rose	10
Smith	1

### Lord/Lady

### Fielder, Douglas

Griffin	1
Warrior	2

### Garcia, Isaac V. III

Griffin	6
Rose	5
Warrior	10
Smith	1
Jovious	1
Golden Dragon	1

### Jordan, William

Dragon	4
Griffin	3
Lion	7
Rose	10
Warrior	8
Smith	2
Garber	4
Flame	4
Hydra	4

### Grand Duke

### Duke/Duchess

### Viscount/Viscountess

### Baronet

### Forfe, Terri

Rose	9
Petal	5
Hell Rider	1

### Goodson, Adam

Petal	2
Warrior	2
Boken	1

### Hansler, Matthew Stuart

Dragon	2
Owl	5
Rose	4
Garber	1

### Harmon, Clint (John)

Dragon	1
Griffin	1
Owl	5
Rose	1
Warrior	1

### Hergest, John

Dragon	5
Lion	3
Owl	4
Rose	9
Warrior	6
Smith	8
Garber	20
Hydra	3

### Johnson Michael (Mike)

Dragon	4
Owl	6
Rose	7
Warrior	4
Garber	2
Boken	1
Woodle	1

### Larrison, Thomas S.

Dragon	6
Griffin	2
Lion	2
Owl	5
Rose	2
Petal	1
Warrior	4
Jovious	1
Mask	1

### Laurel, Joe

Dragon	5
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### Millner, Ginger

Dragon	3
Garber	1

### Nolen, Christi

Lion	1
Rose	1
Warrior	1
Smith	1
Garber	1
Hell Rider	1

### Oveston, Erik

Warrior	1
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### Seguin, Beth

Dragon	8
Lion	2
Rose	9
Petal	5
Smith	3
Garber	3
Flame	1

### Seguin, David

Dragon	12
Lion	4
Owl	3
Rose	10
Warrior	3
Smith	3
Garber	3
Hydra	1

## Talon Field

### Adkins, Tim

Owl	2
Rose	2
Warrior	1
Garber	1

### Clavenger, Lucas

Warrior	1
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### Faubus, Del

Owl	6
Rose	2
Warrior	2
Smith	1
Garber	1
Zodiac	1

### Lord/Lady

### Ford, Paul

Dragon	1
Owl	4
Warrior	2

### Green, Joshua

Rose	3
Warrior	4
Garber	1
Zodiac	1

### Green, Ragen

Rose	1
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### Hinds, Tyson

Warrior	1
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### Hritz, Michael G.

Dragon	3
Rose	2

### Baron/Baroness

### Baronet

### Hritz, Mycoll

Dragon	3
Lion	1
Owl	6
Rose	5
Warrior	4
Smith	1
Garber	1
Zodiac	2

### Baronet

### Lord/Lady

### Hritz, Regina

Dragon	3
Rose	5
Garber	6
Zodiac	1
Lord/Lady	

**Peters, Jason**

Dragon 3  
Rose 3  
Warrior 2  
Zodiac 1

**Reyes, Isaac**

Dragon 2  
Warrior 2

**Sauerberg, Ehren**

Dragon 1  
Rose 1  
Petal 1  
Warrior 1

**Sauerberg, Shawn**

Rose 1  
Petal 1  
Warrior 1

**Thomas, Therese Terri 2**

Rose 1  
Boken 1  
Lord/Lady

**Tirana****Baker, Angel R.**

Doofus 1

**Brown-Elam, Michelle**

Lion 1  
Rose 4  
Petal 1  
Hell Rider 1

**Cooper, Anthony (Tony)**

Petal 1  
Warrior 1  
Boken 1  
Dove 2

**Cooper, Chris**

Dragon 2  
Owl 3  
Rose 2  
Petal 1  
Warrior 2  
Garber 1  
Boken 1  
Dove 1

**Cote, Steven C**

Owl 3  
Rose 1

**Davidson, Patric**

Giffon 1  
Lion 2  
Owl 3  
Rose 8  
Petal 5  
Warrior 3  
Smith 6  
Garber 1  
Hell Rider 1  
Baron/Baroness  
Lord/Lady

**Griffith, Garland G.**

Rose 6  
Petal 3

**Griffith, Jill**

Dragon 4  
Lion 2  
Rose 2  
Petal 2  
Smith 2  
Garber 1

**Hilmer, Henry**

Owl 1  
Rose 1  
Warrior 6

**Keys, Irleen**

Dragon 4  
Lion 2  
Rose 9  
Petal 7  
Smith 2  
Garber 2  
Flame 1  
Hell Rider 1  
Dove 1

**Keys, Kenneth**

Dragon 4  
Lion 2  
Owl 3  
Rose 9  
Petal 7  
Warrior 1  
Flame 1  
Zodiac 2  
Hell Rider 1  
Lord/Lady

**Lindberg, David**

Dragon 1  
Rose 1

**Thorne, Morgan**

Garber 6

**Wamsley, Robert Jr.**

Dragon 3

**Winnie, William W. III**

Dragon 4  
Lion 3  
Owl 3  
Rose 9  
Petal 5  
Warrior 3  
Garber 1  
Hell Rider 1  
Lifesaver 1  
Baron/Baroness  
Lord/Lady

**Youhill, Bud**

Dragon 2  
Rose 10  
Warrior 1  
Smith 1  
Garber 2

**Tori-Mar****Augenstein, Gary**

Giffon 3  
Lion 3  
Rose 13  
Warrior 2  
Smith 1  
Flame 2  
Jovious 1

**Lord/Lady****Baker, Joe**

Giffon 3  
Owl 1  
Warrior 10

**Brown, All**

Rose 2  
Warrior 3  
Flame 1  
Jovious 1

**Boesen, Erika**

Owl 1  
Rose 10  
Garber 3  
Lord/Lady

**Cady, Wallace**

Dragon 2  
Lion 4  
Owl 1  
Rose 10  
Warrior 4  
Flame 1

**Baron/Baroness****Lord/Lady****Carmona, Lisa**

Dragon 1  
Rose 8  
Petal 1  
Warrior 2  
Walker in the Middle 1  
Zodiac 2

**Baron/Baroness****Carmona, William**

Dragon 2  
Owl 2  
Rose 5  
Warrior 4

**Baron/Baroness****Carter, John Eric**

Dragon 2  
Owl 2  
Rose 5  
Petal 4  
Warrior 2

**Cloud, Dustin**

Giffon 1  
Owl 2  
Rose 2  
Warrior 2  
Garber 1

**Day, Shanti**

Dragon	2
Lion	2
Rose	11
Smith	1
Garber	3
Flame	2
Hydra	3

Lord/Lady

**DeLaacey, Allen**

Giffon	1
Owl	1
Rose	2
Warrior	4
Mask	1

Lord/Lady

**Edelstein, Kenneth**

Lord/Lady

**Greer, Austin**

Giffon	1
Lion	3
Owl	1
Rose	7
Petal	4
Warrior	5
Flame	3

Lord/Lady

**Hatt, Brian E.**

Dragon	2
Giffon	1
Owl	1
Rose	10
Petal	7
Warrior	2
Smith	2
Garber	1
Flame	3
Zodiac	2

Baronet  
Lord/Lady**Pomerantz, Benjamin**

Dragon	8
Lion	3
Owl	4
Rose	7
Petal	4
Warrior	4
Garber	7

Baronet

Lord/Lady

**Schoonover, Marcia**

Garber	2
Owl	1
Petal	3
Rose	1

**Trainer, Allison Lea**

Dragon	13
Giffon	1
Owl	1
Rose	8
Petal	10
Warrior	2
Smith	1
Garber	6
Flame	1
Hydra	1
Zodiac	2

Lord/Lady

**Turner, Matthew**

Giffon	1
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<b>Wade, Curtis</b>	
Dragon	3
Rose	9
Petal	2

Count/Countess

**Wade, Donna G**

Dragon	3
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Baron/Baroness

**Welch, Thomas E.**

Dragon	4
Giffon	2
Lion	2
Owl	4
Rose	8
Petal	5
Warrior	9
Garber	4
Hydra	2
Zodiac	6

Lord/Lady

**Turris Lunae****Brady, Sophia**

Dragon	7
Owl	1
Rose	5
Petal	1
Warrior	3

Lord/Lady

**Collins, Robert C.**

Dragon	1
Rose	1
Petal	1
Warrior	5

**Roberts, Jolie**

Dragon	4
Owl	1
Rose	6
Petal	1
Garber	4
Flame	1
Mask	2

Lord/Lady

**Samford, Elizabeth (Liz) Victoria**

Dragon	4
Giffon	1
Rose	6
Petal	1

**Shanklin, Richard D.**

Giffon	1
Owl	3
Rose	1
Warrior	4
Garber	1

## Qualifications Results

### Culturals

#### Overall

First: Mistress Wynde  
Second: Rook  
Third: (tie) Josephine  
Yonnah Ap Stormblade

#### Weapon Construction

First: Mistress Wynde  
Second: Rook  
Third: Josephine

#### Shield Construction

First: Mandigore  
Second: Clalibus  
Third: Ke-She

#### Armor Construction

First: Rook  
Second: Nightsong  
Third: Compe Du Brion

#### Court Garb

First: Mistress Wynde  
Second: Diego Velasquez  
Third: Ke-She

#### Fighting Garb

First: Mistress Wynde  
Second: Rook  
Third: Nightsong

#### 2-D Art

First: Clalibus  
Second: Yonnah  
Third: McBane

#### 3-D Art

First: Nightlynx  
Second: Clalibus  
Third: Dayn

#### Writing -- Non-Fiction

First: Kadenan  
Second:  
Third:

#### Writing -- Poetry

First: Mandigore  
Second: Dayn  
Third:

#### Cooking

First: Mandigore  
Second: Ke-She  
Third:

#### Accoutrement

First: Mistress Wynde  
Second: Yonnah  
Third: Nightlynx

#### Passive Construction

First: Mistress Wynde  
Second: Yonnah  
Third: Nightlynx

#### Active Construction

First: Josephine  
Second: Mistress Wynde  
Third: Nightlynx

#### Rose

First: Mistress Wynde  
Second: Nightlynx  
Third: Clalibus

### Warskills

#### Overall

First: Drakknar  
Second: (tie) Rook  
Mordred  
Ziggy

#### Single Sword

First: Drakknar  
Second: Rook  
Third: Ziggy

#### Sword and Shield

First: Ziggy  
Second: Mordred  
Third: Rook

#### Florentine

First: Drakknar  
Second: Tick-Tock  
Third: Asyllus

#### Open

First: Darkstar  
Second: Arthon  
Third: Mordred

#### 3-Man Team

First: Drakknar, Arthon, Impulse  
Second: Rook, Mordred, Clalibus  
Third: Tick-Tock, Ziggy, Waldo

REPORT ON THE PROGRESS OF THE WORK

1. General information	2. Description of the work	3. Results of the work
1.1. Name of the institution	2.1. Name of the project	3.1. Objectives of the project
1.2. Address of the institution	2.2. Duration of the project	3.2. Methods of work
1.3. Date of the report	2.3. Personnel involved	3.3. Progress of the work
1.4. Name of the reporter	2.4. Budget of the project	3.4. Achievements of the project
1.5. Name of the supervisor	2.5. Financial results	3.5. Conclusions of the project
1.6. Name of the sponsor	2.6. Other financial data	3.6. Recommendations
1.7. Name of the committee	2.7. Other personnel data	3.7. Other recommendations
1.8. Name of the steering committee	2.8. Other personnel data	3.8. Other recommendations
1.9. Name of the advisory committee	2.9. Other personnel data	3.9. Other recommendations
1.10. Name of the monitoring committee	2.10. Other personnel data	3.10. Other recommendations
1.11. Name of the evaluation committee	2.11. Other personnel data	3.11. Other recommendations
1.12. Name of the implementation committee	2.12. Other personnel data	3.12. Other recommendations
1.13. Name of the dissemination committee	2.13. Other personnel data	3.13. Other recommendations
1.14. Name of the documentation committee	2.14. Other personnel data	3.14. Other recommendations
1.15. Name of the communication committee	2.15. Other personnel data	3.15. Other recommendations
1.16. Name of the information committee	2.16. Other personnel data	3.16. Other recommendations
1.17. Name of the research committee	2.17. Other personnel data	3.17. Other recommendations
1.18. Name of the development committee	2.18. Other personnel data	3.18. Other recommendations
1.19. Name of the innovation committee	2.19. Other personnel data	3.19. Other recommendations
1.20. Name of the future committee	2.20. Other personnel data	3.20. Other recommendations