

# The Star



Winter 2005 Midreign  
January 28-30, 2005

# The Star

THE NEWSLETTER FOR AMTGARD,  
THE CELESTIAL KINGDOM

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## HOW TO SUBMIT ITEMS TO THE STAR

Any items that might be entertaining and/or informative to the Amtgard populace at large are always needed for the Star. Articles, artwork, advertisements, maps, poetry, how-tos, reviews, etc. are only a small sample of the kinds of items that are published in the Star. All submissions are, however, subject to proofreading and editing prior to publication.

Please submit all items to [scavitt13@yahoo.com](mailto:scavitt13@yahoo.com) or in person to any member of the editorial staff.

Those who make **The Star**:

**Publisher and Managing Editor**  
Selene Falconbridge

**Contributing Artists**  
Don Diego Velasquez  
Scarlet Ethindale

Download back issues of the Star at <http://www.amtgard-ck.com/>

January 28-30, 2005

The Star – Winter 2005 Midreign Edition

## Celestial Kingdom Online Resources

CK Website: [www.amtgard-ck.org](http://www.amtgard-ck.org)

To those who gather here for the  
Midreign of Jarl Bromhir  
of the Celestial Kingdom...

### The Protectorate:

Monarch, Jarl Bromhir Ethindale-Tannon  
Regent, Lady Dame Ween Bloodblade  
Prime Minister, Squire Selene Falconbridge  
Champion, Squire Bael Silverflame

### The Incoming Court:

Prime Minister, Squire Randalf Falconbridge

### The Board of Directors:

President: Mistie Brown (Sir Esuom Aph'Taed)  
Treasurer: Kristin Seigrist (Linden Tul)  
Secretary: Julie Graham (Selene Falconbridge)  
Membership: Doug Bedingfield (Bromhir Ethindale-Tannon)  
Member: Shawn Cavitt (Randalf Falconbridge)  
Member: Michelle Lurker (Dame Ween Bloodblade)  
Member: Brad Woodruff (Sir Wolfbane)



## Welcome to the Celestial Kingdom!

The Celestial Kingdom is a part of the [Amalgam](#) live action role-playing game, consisting of over a dozen individual provinces located in Central and South Texas. Amalgam is a non-profit educational corporation dedicated to the study and recreation of the medieval era and fantasy genres. Amalgam is also a live action role playing (LARP) game that endeavors to recreate individual and group combat from the periods mentioned above.

### Tour the Kingdom

Find out [what we are](#), read about our [history](#), explore our [provinces](#), meet our [officers](#), get acquainted with our [households](#), and [companies](#), dress our [knights](#), and view our [gallery](#).

### News & Events

Peruse the latest kingdom [announcements](#), note our [upcoming events](#) schedule, and check out our [calendar](#).


### Connections

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### Resources

Discover [how to](#) create what you need, study our [rules](#) and [advisers](#), search our record of membership at [O.R.K.](#), examine our [Corpus](#), note our [Skins](#), [past](#) log of members, and scan our [B.O.D. meeting minutes](#).

CK Forums: [www.amtgard-ck.org/phpBB2](http://www.amtgard-ck.org/phpBB2)



CELESTIAL KINGDOM ONLINE FORUMS  
Amalgam in Central Texas

[FAQ](#) [Search](#) [Memberlist](#) [Usergroups](#) [Register](#)  
[Profile](#) [Log in](#) to check your private messages [Log in](#)

The time now is Sat Jan 29, 2004 12:34 pm  
CELESTIAL KINGDOM ONLINE FORUMS Forum Index

	Forum	Topics	Posts	Last Post
<b>Discussions</b>				
4	<b>Forum Announcements</b> Forum Code of Conduct, general announcements, FAQ's, et cetera. Moderators: <a href="#">Jalisco</a> , <a href="#">Squidwax</a>	20	123	Sat Jan 16, 2004 12:34 pm <a href="#">Jalisco</a>
4	<b>Amalgam Discussions</b> For discussing Amalgam topics Moderators: <a href="#">Jalisco</a> , <a href="#">Squidwax</a>	147	2443	Oct Sat 30, 2004 10:37 am <a href="#">Jalisco</a>
4	<b>Non-Amalgam Discussions</b> This is for discussing non-amalgam topics of any sort. Moderators: <a href="#">Jalisco</a> , <a href="#">Squidwax</a>	57	332	Oct Thu 28, 2004 9:23 pm <a href="#">Jalisco</a>
4	<b>Provinces - Bifrost</b> For issues related to Bifrost, in Kerrville TX Moderator: <a href="#">Jalisco</a>	6	9	Oct Tue 26, 2004 1:31 am <a href="#">Jalisco</a>
4	<b>Provinces - Dragon's Haven</b> For issues related to Dragon's Haven, Harrier Heights TX Moderator: <a href="#">Jalisco</a>	8	36	Oct Tue 26, 2004 1:44 am <a href="#">Jalisco</a>
4	<b>Provinces - Griffin's Keep</b> For issues related to Griffin's Keep, Victoria TX Moderators: <a href="#">Jalisco</a> , <a href="#">Chasak.B.Sax</a>	11	50	Oct Tue 26, 2004 1:53 am <a href="#">Jalisco</a>
4	<b>Provinces - Midas</b> For issues related to Midas, Gilman TX Moderator: <a href="#">Jalisco</a>	19	97	Oct Wed 27, 2004 6:30 pm <a href="#">Jalisco</a>
4	<b>Provinces - Murky Waters</b> For issues related to Murky Waters, Lampasas TX Moderators: <a href="#">Jalisco</a> , <a href="#">Squidwax</a> , <a href="#">Sax</a>	44	723	Oct Fri 25, 2004 4:18 am <a href="#">Squidwax</a>

CK Yahooogroup: [groups.yahoo.com/group/ck-amtgard](http://groups.yahoo.com/group/ck-amtgard)



## MONARCH

High Ringgiver, Master Bromhir Ethindale-Tannon

Hello my fellow Cker's,

Well the first three months have been rather busy and the not fun type. I would like for everyone that can to look at 7.0 so we are not left in the dark about this. I know that we have all heard different stories about why and how it came to be, but I would like for us to know these rules inside and out. The 7.0 rules are to go into effect by the end of March, so that means that Spring War will be the last 6.0 game. Let's make this SW the best, and show the rest of Amtgard that we are indeed are the best at IK events. Also, with the forums back up, let's get some RP rolling. I know that it has been kinda stale of late, but let's change that!

I would also like to give some thanks to our outgoing Prime Minister, Selene Falconbridge, and welcome in our new PM, Rand Falconbridge. I hope that with the transitions are gentle.

Thank you all that have been working hard for the Kingdom and "The Dream."

The King of the Celestial Kingdom  
Jarl Bromhir Ethindale-Tannon, The High Ringgiver



## CHAMPION

Squire Bael Silverflame

Hail to the CK Populace,

Well we are 3 months into this Monarchy's reign and it has gone quite well from what I have gathered. I have had the pleasure of working with many of you or speaking with you in regards to the 6.5.3 and now 7.0 rule sets. Just recently the 7.0 rule set came to pass for Amtgard without needing the vote from the CK. Do not let this make you feel jaded that we did not cast an official vote. After speaking with Jarl Bromhir we agreed that we would rather make an informed choice on our vote instead of just vote all willy nilly.

So I would like to take the time to thank all those that have tested the 7.0 rule set and provided feedback to either myself or to Jarl Bromhir. Now starts the grace period for Amtgard and the CK as a whole. Officially the new rule set goes into effect on March 31st. During that time I would urge each park to take time and start using the new rules. I also urge each of you if you find something you or your park does not like in the rules or you think is broken in some form then get it to the current Monarch at the time and/or Kingdom Champion so they can compile a list to go forth to the Circle of Monarchs for Amtgard and be put forth to a vote for an official change in the rule book.

This past weapon master I feel went quite well in the number of quality fighters that showed up and reeves that where there to run the circles. I look forward to the CK continuing that in Kingdom Level tourney's in the future to promote cleaner and faster tournaments. So what do we have in store for the next 3 months. My schedule for the next 3 months will include these IK events:

Never Winter Coronation  
Spring War  
SKBC

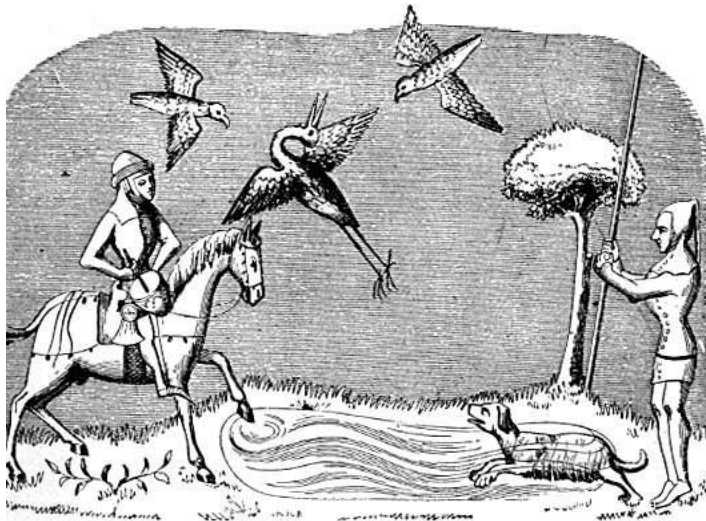


As well as I look forward to meeting many of you at the different parks throughout the CK. I plan to make trips to at least Avalon's Gate, Griffin's Keep, Murky Waters, Mystic Springs, Talonfield, Tori-Mar, Traitor's Gate and hopefully a visit to our newest park Wickervale. It's a somewhat busy schedule but one that I perceive as enjoyable and well a chance to meet and greet and fight with as many of the CK populace as possible.

As a closing statement I will say make sure you get a hold of a 7.0 rulebook and start reading the rules so that you can be ahead of the curve. When you make new weapons or fix old ones you need to use the new specs for weapon construction. Come March 31st there will be many a weapon that might become illegal within the CK and Amtgard as a whole.

Thank you for your time,

Bael Silverflame  
Minister of Grace Councilor  
Supporter of the House Lionesse  
Kingdom Champion of the Celestial Kingdom



**PRIME MINISTER**  
Squire Selene Falconbridge

To begin, I'd like to thank all of the local kingdom officers who have been so accepting of the new reporting process. I realize this is a new concept for our organization, and I appreciate your trust that it would lead to more accurate and faster updates to ORK. I hope that those who have participated have been pleased with the progress I've made in updating the system.

My successor, Randalf Falconbridge, is committed to continuing this progress. I will be working with him on his first month's reports, and then he will be taking the reins himself. Having worked with him in an officer capacity in another organization, I have no doubt he will do an excellent job. I will, of course, continue to serve as one of the two Webgoons for the kingdom, and after our recent internet outage I will be endeavoring to ensure that it is completely updated.

During my tenure as Prime Minister, I have taken an increasing interest in the area of Arts and Sciences. It's something I enjoy participating in, and something I'd like to see more of in our Kingdom. To that end, I plan to run for Regent in the next election.

In conclusion, I'd like to thank all of the members of the Celestial Kingdom for their support. It has been a joy to serve as your Prime Minister. I hope that my tenure has been beneficial to the organization, and that the changes and improvements you've helped me make will continue to help our membership after I step down.

Yours in service,  
Squire Selene Falconbridge  
Prime Minister of the Celestial Kingdom



## PRIME MINISTER ELECT

Squire Randall Falconbridge

Well, I must say that this proves that the third time is in fact the charm at least where my attempts at being elected for this office are concerned. I am especially pleased to be succeeding Selene as Prime Minister as we already have all the relevant boxes of documents close at hand. It also means that if I have any questions, all I have to do is ask. I feel that this will make the transition almost entirely seamless.

As can be expected I intend to keep all of her policies regarding reporting and ORK updates. So please keep her report format handy. I am also looking forward to bringing the Star back under the Badger Press banner. I fear that our noble periodical suffered terribly under the excesses of Colonel's long reign and believe that it is high time it returned to being the clarion voice of truth, and sole friend of the people here in the CK.

No doubt that you gentle reader, eagerly await our first censorship free Star – “the People’s Friend” and our startling expose on the true nature of King Bromhir’s reign. It is not nearly so benign as one might believe. Indeed it seems that his royal highness has nearly bankrupted the Kingdom on what sources deep inside the monarch can only refer to as “hookers and doughnuts.” Is this conduct of a responsible leader?

What sort of a man indulges his base love of pastries while his people starve? Perhaps the same sort of man who was willing to sell his predecessor into demonic possession just so that he could come to power in the first place. My dear friends, I would love to continue my revelations but I fear that my hands shake so with rage that I cannot continue at this time. Do not despair however as I shall surely share all that I know in our next issue.

Yours in service,  
Randall Falconbridge of Dunglen  
Warrior of the Brotherhood of the Red Hand  
Prime Minister of the Celestial Kingdom and friend of the people

\* Please note any resemblance to Jean-Paul Marat and L’Ami du peuple is completely intentional.



## GUILDMASTER OF REEVES

Lady Defender Linden Tul

Greetings again my fellow Unconventional conventionalists, we have a lot to get done in a very short period of time. If you haven’t heard, the 7.0 rule book have been passed by the Circle of Monarchs, and it officially goes into effect on March 31st. And that means that we have a lot of rules changes to go over. By now you should have received a park copy of the 7.0 rules. If you haven’t you can find that information at the link below, or see me at the event and I will give you one. But I believe I can sum it up in two very important phrases “Garb requirements” and “Weapon Requirements.” There were many changes to classes and spells but the bulk of the changes happened where you will feel it most. On the stuff you handle every day.

When I say sashes have changed, you might say, “Well, I don’t play a class that requires a sash.”

And I would respond with,

”Yeah you do, every class has a sash requirement in the new rule book.”

It gets better; all sashes must be at least 2” wide and be worn like a baldric from one shoulder to your opposite hip, and spell strips, arm bands and head bands must now be 2” by 18”.

Here is a breakdown of the new requirements.

### *Fighting Class Sash:*

Antipal	No change
Archer	Orange
Assassin	Black
Barbarian	Leather (or fur)
Paladin	No Change
Reeve	Golden

### *Magic Class Sash/Strip:*

Bard Blue	Light Blue
Druid	Brown Green
Healer	Red White
Wizard	Yellow Yellow

Weapon requirements are a little harder.

- All swords must be 2.5" diameter; flat blades must be 1.5" wide. Swords must have strike-legal padding over 2/3 of their length, and be appropriately padded (2.5") on tip and pommel.
- Any weapon used **ONLY** for piercing (spears, etc.) must have strike-legal padding along upper third.
- Polearms, on the other hand, must have courtesy padding along the entire length, and at least 12" of strike-legal padding on the thrusting end.
- Hinged weapons must be a maximum of 36" and up to 18" of that length can be taken by the chain and head. Head must be 2.5" across (standard diameter), and no more than 1/2" of chain is allowed between links. But if it wraps around someone's neck then its illegal.
- Heads up to guys with bows; colored covers can replace the strip requirement for archers' and scouts' specialty arrows.
- And of course, as you see, some of the old rules still apply, if a weapon hurts and still follows these rules, it is illegal. Don't hurt your friends folks, I know you guy some guys like to get all male-bondy and hit each other but it is the 21 century, and now we should talk about our feelings.

I will be visiting all the parks in the reminder of my reign so that we can get all our ducks in neat little rows, I will bring with me Stitch-n-Bitch sashes which I will be selling for a nominal fee.

Happy stuff making,  
Countess Defender Linden Tul  
CK GMRx3

The 7.0 Rule book.  
<http://www.dragonspine.net/samurai/amtgard7.zip>



March 16th - 20th, 2005  
Quiet Valley Ranch (Kerrville, Texas)  
Gates open at noon!

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### Upcoming Interkingdom Events:

**Sword Knight Boot Camp 2005: Only the Faithful**  
March 31st - April 3rd  
Hard Labor Creek State Park (one hour outside of Atlanta, GA)  
<http://www.ironmountains.org/skbc/>

**Olympiad**  
June 10th - 12th  
Fallen Rock Parke (Brazil, Indiana)  
Questions? [kizmitbastet@yahoo.com](mailto:kizmitbastet@yahoo.com)

**Rakis 2005: Know Your Roots**  
June 29th - July 3rd 2005  
Beaver Ranch (Conifer, Colorado)  
Questions? [medryn@darkjesters.com](mailto:medryn@darkjesters.com) or [damecutari@hotmail.com](mailto:damecutari@hotmail.com)

## Winter 2004 Celestial Kingdom Weaponmaster/Dragonmaster Results

### Weaponmaster Results:

- 1<sup>st</sup> Place: Drakknar  
 2<sup>nd</sup> Place: KFM  
 3<sup>rd</sup> Place: Scarecrow



### Dragonmaster Results:

- 1<sup>st</sup> Place (tie): Ethan  
 1<sup>st</sup> Place (tie): Luminitsa  
 3<sup>rd</sup> Place: Thun

### Dragonmaster Category Winners:

3-D Art	Sand Cat - Thrown pot, blue green 4.05
Passive Construction	Thun - Pouches 4.17
Active Construction	Luminitsa - Child's puppet 3.88
Weapon	Thun - Skull sword set 4.00
Shield	Tatsumaki - Oriental fan 2.17
Court Garb	Ghostfairy - Wizard garb & skirt purple/black 4.00
Fighting Garb	Luminitsa - Peasant garb 4.50
Court Accessory	Luminitsa - Barrette 4.05
Fighting Accessory	Ethan - Class sashes for magic users 3.88
Rose	Ethan - 7.0 reeve's test with key 4.00
Cooking	Luminitsa - Pecan caramel chocolate pie 5.00
Non-Fiction	Ethan - "Jedi Battles" battlegame variant 3.92
Fiction	Ethan - "The Ghosts of Sherwood Forest" persona history 4.00

## Celestial Kingdom Board of Directors Meeting, November 7th, 2004

### Members present:

Mistic Brown, President  
 Doug Bedingfield, Membership Officer (Incoming Monarch)  
 Julie Graham, Secretary (Prime Minister)  
 Frank Almonte, Member (Out-going Monarch)  
 Michelle Lurker, Member

### Guests present:

Shawn Cavitt  
 Kenneth Keys  
 Kristin Seigrist  
 Brad Woodruff

### Members absent:

Scott Gleason, Treasurer  
 Mark Pickett, Member

The November 7th, 2004, meeting of the Celestial Kingdom Board of Directors was held at Camp Ben McCullough at 11:30 am. The president, Mistic Brown, called the meeting to order. The roll was taken: there were five members present and two absent, with four guests, and a quorum was established.

The floor was opened for old business.

The first order of business was a reminder that checks have yet to be ordered for the Guaranty Bank account. Julie Graham indicated that she did not have the essential information to order the checks. The appropriate address and account number were established and Kenneth Keys agreed to confirm the routing number.

The second order of business was the topic of signature cards for the bank account. Mark Pickett was a previous signatory but has not been active in recent months. A consensus was reached that a new signatory should be selected. Mistic Brown nominated Frank Almonte as the new signatory. The nomination was seconded by Doug Bedingfield, and passed unanimously.

The floor was then opened for new business.

The first item of business was the removal of B.O.D. members Mark Pickett, Scott Gleason, and Frank Almonte, whose terms expired November 6th, 2004, during the Celestial Kingdom Fall Coronation. The president announced the removal of outgoing B.O.D. members Mark Pickett, Scott Gleason, and Frank Almonte, and expressed her thanks to Frank Almonte, the only one of the three present, for his service.

The next item of business was the installation of new B.O.D. members Shawn Cavitt, Kristin Seigrist, and Brad Woodruff, the newly elected Celestial Kingdom Board of Directors members, whose terms began on November 6th, 2004, during the Celestial Kingdom Fall Coronation. The president announced the installation of the new B.O.D. members and noted that Shawn Cavitt and Brad Woodruff would be serving terms of one year while Kristin Seigrist would be serving a term of six months.

The third item of business was the election of a new Treasurer. Kristin Seigrist volunteered to perform the job. The nomination passed unanimously.

The next item of business was Spring War XII. Michelle Lurker has reviewed site maps of various locations and recommended establishing an RSVP system to get attendance estimate. Since the Board has no receipt from the previous Spring War, she has created estimates that indicate kingdom will have to pay out approximately \$2000 initially. Discussion proceeds regarding what to serve for feast, with estimates forthcoming for catered brisket and possibly turkey legs along with beans, corn, bread, and dessert. Also discussed was whether food should be broken up into booths rather than a long line. Additional discussion occurred regarding the use of wristbands to eliminate gate-skippers and to determine who has elected to pay for feast. Mistie Brown mentions that the CK still has previously purchased wristbands in storage. She then thanks Michelle Lurker, believing that Spring War is definitely in hand. Michelle Lurker indicates that she has been speaking to representatives of Quiet Valley Ranch, who would like the CK to return to using their site, and she will be touring that site on 11/27. She invited the members of the Board to accompany her on this tour.

The last item of business was an incident report involving Wendell Johnson, who had allegedly assaulted his girlfriend earlier that morning at the event site. Doug Bedingfield announces that Wendell Johnson will be suspended for the entirety of his reign. Testimony regarding the incident is heard from witness Logan Woods. Brad Woodruff volunteered to bring up a formal complaint against Wendell Johnson. Doug Bedingfield was to find contact information for him, and Mistie Brown was to send a certified letter to him notifying him of his trial date, which was tentatively scheduled for 12/11/04.

The time for the next B.O.D. meeting was tentatively scheduled for the trial date of Wendell Johnson, tentatively scheduled to be December 11th. The meeting was adjourned at 12:34 pm.

Respectfully submitted,  
Julie Graham  
Secretary, Board of Directors of the Celestial Kingdom

## Flavor and Usefulness

By Michael Hammer of God (and shamelessly stolen from E-Samurai)

Recently I have been thinking hard about the place of the Arts and Sciences in Amtgard. For many years the arts and sciences were little more than a method of qualifying for crown to me and while I was tried to make nice stuff to use, I only cared about getting threes in competition. About seven years ago, I got sucked into judging Amtgard A&S several times in a row and I began to seriously consider this important element of the game. Recent thought and discussion with many Amtgarders has led me to conclude that Amtgard A&S tournaments are too stylized and put more emphasis on art for art's sake than on Amtgard. I am in favor of art for art's sake, but just as Amtgard fighting, leadership and service are directed to Amtgard, so should Amtgard art be.

Amtgard arts and sciences serve multiple functions in our club and any analysis of them needs to take this into account. I believe there are four main functions of the Arts and Sciences in Amtgard. First, they help us build the things we need to play Amtgard and to look good doing so. They create real and useful items that add to the ambiance and as well as making us safer and more effective on the field. Second, they widen participation in our hobby. Third, they give Amtgarders a vessel with which to express their creativity. Finally, and least importantly to me, they give us a way for our crown candidates to demonstrate their seriousness. Of these four items, the first two are the most important. With these purposes in mind I want to consider flavor and usefulness.

When I refer to Amtgard flavor, I mean the analogue of periodness in a more rigid setting (like SCA). The term period has strong negative connotations to many Amtgarders since we like to think we take ourselves less seriously and thereby have more fun than SCAers do. Amtgard flavor has nothing to do with historical realities but is instead a combination of medieval/fantasy and Amtgard tradition. I believe that the vast majority of us like Amtgard flavor and think it should be promoted. Without this flavor, our game could go on, but I wouldn't be Michael. I would be Will. I wouldn't wear a symbol on my garb; I would wear a number on my uniform. We wouldn't have an emperor; we would have a club president. Since most of us enjoy and support this otherworldly flavor, it is worth considering how we promote it. In battle games, we promote it with the 'peasant rule' (a rule which is strengthened



under 7.0). I think it is equally important to promote it in the Arts and Sciences.

When evaluating whether promoting Amtgard flavor in A&S makes sense, I look at the basic purposes of A&S in our game. The first purpose of A&S is to make items that are useable in our game and add to the ambiance or enhance our effectiveness and safety. Amtgard flavor is an absolutely essential part of this by its very definition. Items with no Amtgard flavor cannot be used in our game, even to beautify it. As for the second purpose of opening our game to wider participation, Amtgard flavor is again an important part of this. If the non-fighting Amtgarders who like A&S are making items and creating art which is not related to our game, they may soon lose interest in Amtgard and go find a creative outlet that better caters to what they make and do. The reason to do Amtgard A&S instead of dance classes at the local community college is the medieval/fantasy themes. The third purpose of giving Amtgarders a vehicle for creativity is the only one that is seriously hampered by an emphasis on Amtgard flavor. Even this is only hampered in as much as any requirements stifle individual creative ideas. However, in a nearly equal number of cases, the requirements will lead to greater creativity by sparking more detailed thought. Finally, the fourth purpose is somewhat at odds with an emphasis on flavor since candidates would be somewhat discouraged from entering something that they made for a purpose completely outside of Amtgard (like a school project) just to make weight for qualifications. This may be for the better, though.

The second factor that I have come to think of as important in Amtgard A&S is the factor of usefulness. Items that are designed for use in Amtgard improve our game in important ways and might therefore have more value than items that have Amtgard flavor but serve no real purpose in the game. This point was brought up to me recently and I have been mulling it in my mind for a while. Most of the categories in an Amtgard A&S competition by their nature have Amtgard usefulness, but some like 2-d art and 3-d art do not necessarily have any. Should a song that could actually be sung at an Amtgard bardic or a piece of garb that will actually see use on the field be rewarded more than a sculpture that that will go home after the competition and never gain see the light of day? This idea is much more controversial than the idea of flavor but it is an interesting issue to consider.

Like with flavor, I want to consider the idea of promoting Amtgard usefulness in the light of the four purposes of Amtgard A&S. Just like for Amtgard flavor, the first purpose is inherent. Amtgard usefulness is an essential part of making items to be used in Amtgard. The second purpose is to open the club to wider participation. This purpose is not better supported by an item like a belt-pouch that will be used than by a painting of a dragon that will not. An emphasis on Amtgard usefulness is even more of a restriction on creativity than one on flavor. In fact, by largely cutting out whole categories of items, creativity is greatly stifled and there is little compensating gain in increased creativity in how to use a skill. Finally, the fourth purpose of A&S is affected by an emphasis on Amtgard usefulness in the same way that it is by an emphasis on flavor. Thus, I believe that usefulness is less significant than flavor.

If Amtgard flavor is important and Amtgard usefulness is less so, the question is how do we promote them. I am not to suggest that things lacking Amtgard flavor or usefulness should be disallowed in A&S competitions. I don't even believe such items should be punished score wise, per se. I do, however, think we should reward Amtgard flavor and Amtgard usefulness in A&S entries. This is not the same as punishing the reverse, although an argument can be made that any reward is equivalent to a relative punishment of the opposite. The question is could an item without either Amtgard Flavor or Amtgard usefulness receive a top score? I think it could and I have given scores that way in the past. In Stormkeep, I once judged a factual writing entry about epilepsy. It did not have Amtgard flavor but it was exquisitely written. The author allowed me to glimpse for a moment what epilepsy was like and to empathize with that. It took me beyond my experience and helped me touch the impossible. This to me is great writing. I gave it the highest score I gave out that day even though it lacked flavor. Thus, for me, flavor is a positive for items that have it but it does not necessarily harm the score of things that lack it.

I want to illustrate my point of view with some examples from actual A&S tournaments I have entered or judged. Cynchwyrn and Rift have both entered model castles in the 3-D art category in the last couple of years. Cynchwyrn made his out of Legos and it was large and reasonably complex. Rift's was made of hand shaped clay blocks but was small and simple compared to Cynch's. To me, both castles have some Amtgard flavor since the theme is medieval. They are both pure art and therefore lack Amtgard usefulness.

Both items received good scores and I certainly agree with that. Rift's castle did get a slightly better score but whether that was based on perceived difficulty or better Amtgard flavor is hard to say. I can say that Rift's castle appears to have more flavor. It was made out of materials that are not blatantly modern and it was colored much more realistically. A more telling comparison would be to a Lego spaceship or even a hand built spaceship. The creative energy that Rift and Cynchwyrn put in could have been used to make a nifty spaceship as easily as a castle. Of course, a spaceship would completely lack Amtgard flavor, and as such should not score as well for the same quality in either medium.

Photography is usually a category all its own. The point of photography, according to one professional I know, is to best encapsulate the reality of life in a small frame. The effectiveness with which this is done is always going to be the prime determiner of score. Obviously, the category is a non-period medium but flavor still should affect score. To compare apples to apples, a picture of the local basketball team playing that showed the passion of sport would likely score lower than a picture of a ditch-battle that showed the passion of sport equally well. As to the question of Amtgard usefulness, photography does serve a purpose of memory and communication. Widely disseminated photos are significantly more useful. Websites and other modern technology help with this. As a non-period (flavored) medium, there is a possibility of under valuing too, though. To discuss a specific entry, I had a friend who entered a black and white photo of vines growing up a wall in the sunlight. The play of shadows gave the picture a real feeling of texture and outside Amtgard it received a minor amateur photography award. When this photo was entered into an Amtgard competition, it received a minimum score from two of the judges because they did not see any Amtgard relevance. To me, this is taking the idea of Amtgard flavor too far.

Finally, I want to look at an example from bardic singing. Athena has a lovely voice and sings many songs. One she is very good at is 'The River' by Garth Brooks. This song is not blatantly modern but it does lack Amtgard flavor to some extent. Since she does that song in bardics to entertain Amtgarders, the song does have Amtgard usefulness. Athena's skill in singing earns her high scores whenever she sings, but it is true that I have scored 'The River' lower than an equally good song with a strong Amtgard theme. Also on the topic of bardics, Scarheart and Pebyr, both well known Amtgard bards have songs in their repertoire that are actually about

Amtgard. I would reward these songs over an equally good rendition of 'The River'.

In conclusion, I think that Amtgard flavor is an important part of A&S entries and should be promoted by better scores in cultural competitions. It is reasonable to look for it since it is essential to the main purpose of Amtgard A&S and is not strongly counter to any of the purposes. Amtgard usefulness is also important and should get some consideration, but since the great majority of A&S entries have reasonable Amtgard usefulness, I am not willing to penalize those categories where it is hard to achieve usefulness unduly. On the other hand, I do favor rewarding items with a high Amtgard usefulness or those that fill a real gap in the game.



## Dues Paid List for the Celestial Kingdom

Updated as of 1/18/05

Province	Persona Name	Mundane Name	Paid Thru
Avalon's Gates	Athena	Amanda Herring	4/17/2005
Avalon's Gates	Bishop	T Herring	4/17/2005
Avalon's Gates	Caith	Tristan Walker	4/17/2005
Avalon's Gates	Caraforth	Matthew Tassey	4/17/2005
Avalon's Gates	Circadia	Joyce Taylor	4/25/2005
Avalon's Gates	Durga	Ashley Cady	4/17/2005
Avalon's Gates	Iridian	Rob Krempa	7/16/2005
Avalon's Gates	Kaderian	William Winnie	10/17/2005
Avalon's Gates	Loralie	Veronica Schmidt	4/17/2005
Avalon's Gates	Mom	Betty Winnie	10/17/2005
Avalon's Gates	Quillmaster	PJ Winnie	10/17/2005
Avalon's Gates	Rand	Shawn Cavitt	4/17/2005
Avalon's Gates	Selene	Julie Graham	4/17/2005
Avalon's Gates	Wanderer	Wallace Cady	4/25/2005
Avalon's Gates	Yonnah	Jean Smith	10/31/2006
Bifost	Brother Stephon	Steve Widener	3/1/2005
Dragons Haven	Oriana	Marie White	4/30/2007
Freeholder	Esuom	Mistic Brown	5/6/2005
Freeholder	Gavin Tres'alon	Jason Bonnette	5/6/2005
Freeholder	Lynae	Stephanie Beach	5/6/2005
Freeholder	Megaera	Meg Benton	5/17/2005
Freeholder	Spearweasel	Andrew Benton	6/17/2005
Freeholder	Stella	Stella Dunn	10/31/2014
Freeholder	Tholden	Ray Dunn	10/31/2014
Griffons Keep	Chango	Randolph Spearing	10/7/2005
Griffons Keep	Diamond	April Heath	10/31/2006
Griffons Keep	Qalor	Chas Heath	10/31/2006
Midian	Lullabie	Cori Browne	5/6/2005
Murky Waters	Angelfire	Teresa Holmes	5/6/2005
Murky Waters	Kasper	Keith Downes	5/6/2005
Murky Waters	Katiana	Kat Janus	5/6/2005
Murky Waters	Luminita	Flora Owen	5/6/2005
Murky Waters	Siegeld	Paul Drunion	5/6/2005

Province	Persona Name	Mundane Name	Paid Thru
Murky Waters	Theolanthilis	Kevin Martin	5/6/2005
Murky Waters	Warschaw	Nathan Keith	5/6/2005
Murky Waters	Zarhya	Sandi Keith	5/6/2005
Mystic Springs	Bizcit	Robert Hall	5/6/2005
Mystic Springs	Ethan	Clark Johnson	8/29/2005
Mystic Springs	Kaleera	Isabel Berger	5/6/2005
Mystic Springs	Kira Rathnar	Audrey Brown	5/6/2005
Mystic Springs	Kitana Natidel	Samantha Mors	5/6/2005
Mystic Springs	Mace Menosee	Robert Garcia	5/6/2005
Mystic Springs	Machobo Alon	Brandon Parrdes	5/6/2005
Mystic Springs	Maladon	Eric Atkisson	5/6/2005
Mystic Springs	Morganna Darkjester	Vikki Fife	5/6/2005
Mystic Springs	Silent Thunder	Robert Morrow	5/6/2005
Mystic Springs	Victoria McLeod	Virginia Bronts	5/6/2005
Talonfield	Allanico	Richard Wilcox	7/9/2005
Talonfield	Annoying One	Michael Woodruff	7/16/2005
Talonfield	Aylia	Terri Peters	1/1/2020
Talonfield	Bromhir	Doug Bedingfield	<i>MONARCH</i>
Talonfield	Earthius	Logan Woods	4/20/2005
Talonfield	Ghostfairy	Shonita Garcia	7/9/2005
Talonfield	Lars	Michael Lorado	7/9/2005
Talonfield	Scorpion	Leonard Mayo	7/9/2005
Talonfield	Tatsumaki	Andrew Beck	7/9/2005
Talonfield	Thein	Chad Lange	7/9/2005
Talonfield	Thun	Jason Peters	1/1/2020
Talonfield	Wolfbane	Brad Woodruff	7/9/2005
Tori Mar	Belkev	Kevin Lash	3/17/2005
Tori Mar	Clalibus	Benjamin Pomerantz	4/30/2009
Tori Mar	Diego	Carlos de la Garza	10/17/2005
Tori Mar	Durin	Patrick Davison	12/31/2014
Tori Mar	Kercie (Woody)	John Eric Carter	2/7/2005
Tori Mar	Linden	Kristin Siegrist	10/31/2007
Tori Mar	Nightshade	Elizabeth Adams	10/31/2005
Tori Mar	Rufus	Todd Barr	12/31/2014
Tori Mar	Styx	Ryan Anderson	7/17/2005
Tori Mar	Tiberius	Gary Augenstein	10/31/2005
Tori Mar	Vigus	Jay Stratton	4/17/2005

Province	Persona Name	Mundane Name	Paid Thru
Traitor's Gate	Angry White Man	Mike Pond	4/17/2005
Traitor's Gate	Emerald	Jaymee Baxley	3/28/2005
Traitor's Gate	Father Thomas	Tom Larrison	3/28/2005
Traitor's Gate	Imag	James Googins	4/17/2005
Traitor's Gate	Mandigor	Ron Bartoa	4/17/2005
Traitor's Gate	Manny Six Fingers	Dame Lackoff	4/17/2005
Traitor's Gate	Mistress Wynd	Sharron Larrison	3/28/2005
Traitor's Gate	Scarlet	Ann Marie Leiniger	5/6/2005
Traitor's Gate	Son of Midnight	Joey Smith	10/17/2005
Traitor's Gate	Thee	Thetis Turner	4/17/2005
Traitor's Gate	Xenith	Eryka Baxley	3/28/2005
Traitor's Gate	Zircon	Scott Gleeson	4/17/2005

## Notes



*New Store in San Antonio TX!!*

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*(inside Loop 410)*

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